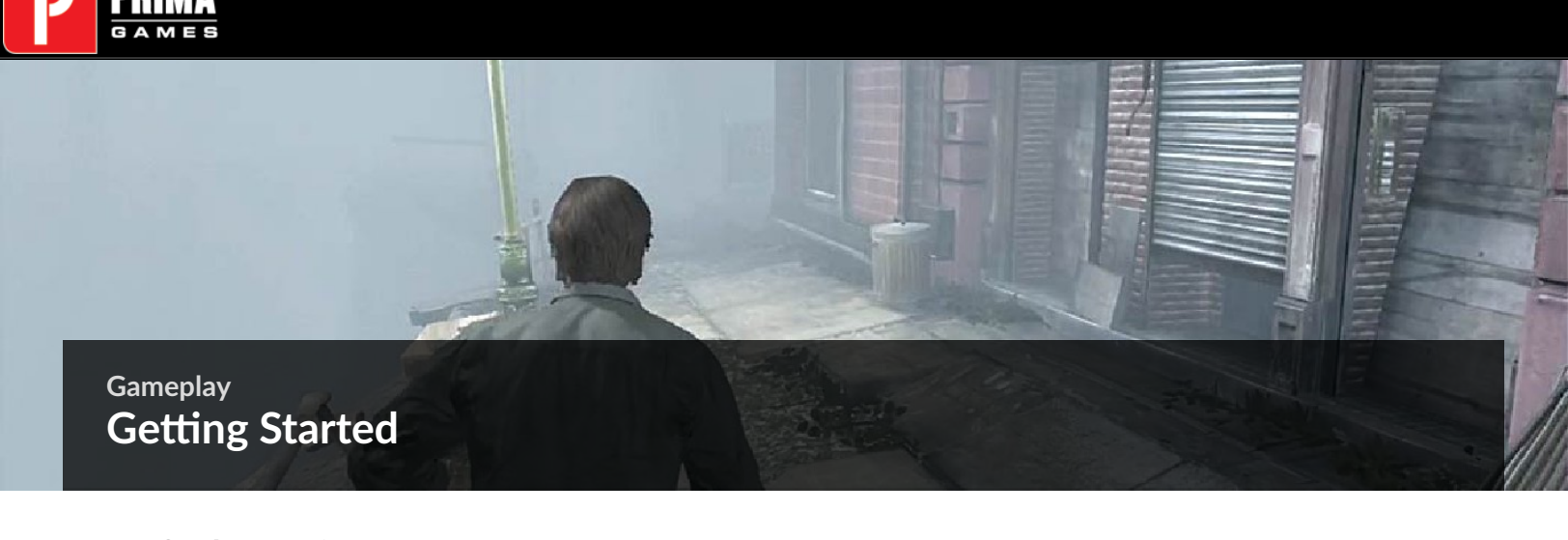


Gameplay

Getting Started

Difficulty Settings

Silent Hill: Downpour provides separate settings for puzzle difficulty and game difficulty. When you start a new game, combine these difficulty settings to suit your style of play.

NOTE

Depending on your chosen combination, some of the First Aid Kits and ammunition mentioned in the walkthrough may not appear in the game.

Puzzle Difficulty

Your chosen puzzle difficulty affects many of the game's more cerebral elements.

This setting determines—among other things—the specific mechanics of various puzzles, the amount and quality of available clues, and the locations of key items.

The Normal puzzle difficulty contains the game's default puzzle challenges; adjust this setting to suit your preferences.

The Easy puzzle difficulty simplifies many of the game's puzzles by providing additional clues, placing necessary items in more convenient locations, and eliminating some of the steps that would otherwise be required to progress through the game.

The Hard puzzle difficulty contains fewer clues and more complicated puzzle variations.

NOTE

Selecting the Hard puzzle difficulty also deactivates the action prompts, making it more difficult to recognize collectible items and interactive objects.

Game Difficulty

Your chosen game difficulty affects several elements of combat and resource management. The Normal game difficulty represents the game's default challenge in regards to survival.

The Easy game difficulty contains weaker creatures that are capable of delivering and absorbing less damage.

The Hard game difficulty offers more durable creatures capable of inflicting greater damage, while also reducing the amount of available First Aid Kits and ammunition.

NOTE

Your chosen game difficulty also affects random creature spawns. Harder settings result in tougher creatures that appear more often and in larger groups.

Playing the Game

Controlling Murphy

RUN

Murphy's default movement speed is fairly slow. When caution isn't a concern, use the Run button to pick up the pace.

LOOK BACK

Press the Look Back button to glance over Murphy's shoulder. This view is particularly useful when you need to keep tabs on pursuing creatures without breaking stride.

INTERACT

Press the Interact button to collect items or manipulate environmental objects such as doors and switches.

ATTACK

Press the Attack button to swing your equipped weapon. Hold the button to perform a more powerful strike.

BLOCK

Hold the Block button to defend yourself from most attacks.

Your currently equipped weapon and the nature of the incoming attack determine how much of the damage you're able to avoid.

DROP ITEM

Press the Drop button to discard an equipped weapon or release an interactive object.

HEAL

As long as you have at least one First Aid Kit in your Inventory, the Heal button provides a fast and easy way to treat your injuries.

NOTE

As you take damage from enemies and environmental hazards, new injuries and blood stains appear on Murphy.

The Statistics tab in the Pause menu provides a precise measurement of your health.

EQUIP/UNEQUIP LIGHTER

If you have a Lighter in your Inventory, you can press the Lighter button to equip it. To place the Lighter back in your Inventory, simply press the button again.

DRAW/HOLSTER FIREARM

If you have a firearm in your Inventory, press the Draw/Holster button to instantly equip it. Tap the button again to return the firearm to your Inventory.

If you're carrying two firearms, this button allows you to switch between them.

AIM/STRAFE

Press and hold the Aim button to enter Aim/Strafe mode. This mode offers increased control of your ranged attacks at the cost of movement speed and field of vision.

THROW/SHOOT

Press the Throw/Shoot button to perform a ranged attack. If you have a melee weapon equipped, pressing this button causes you to throw the weapon.

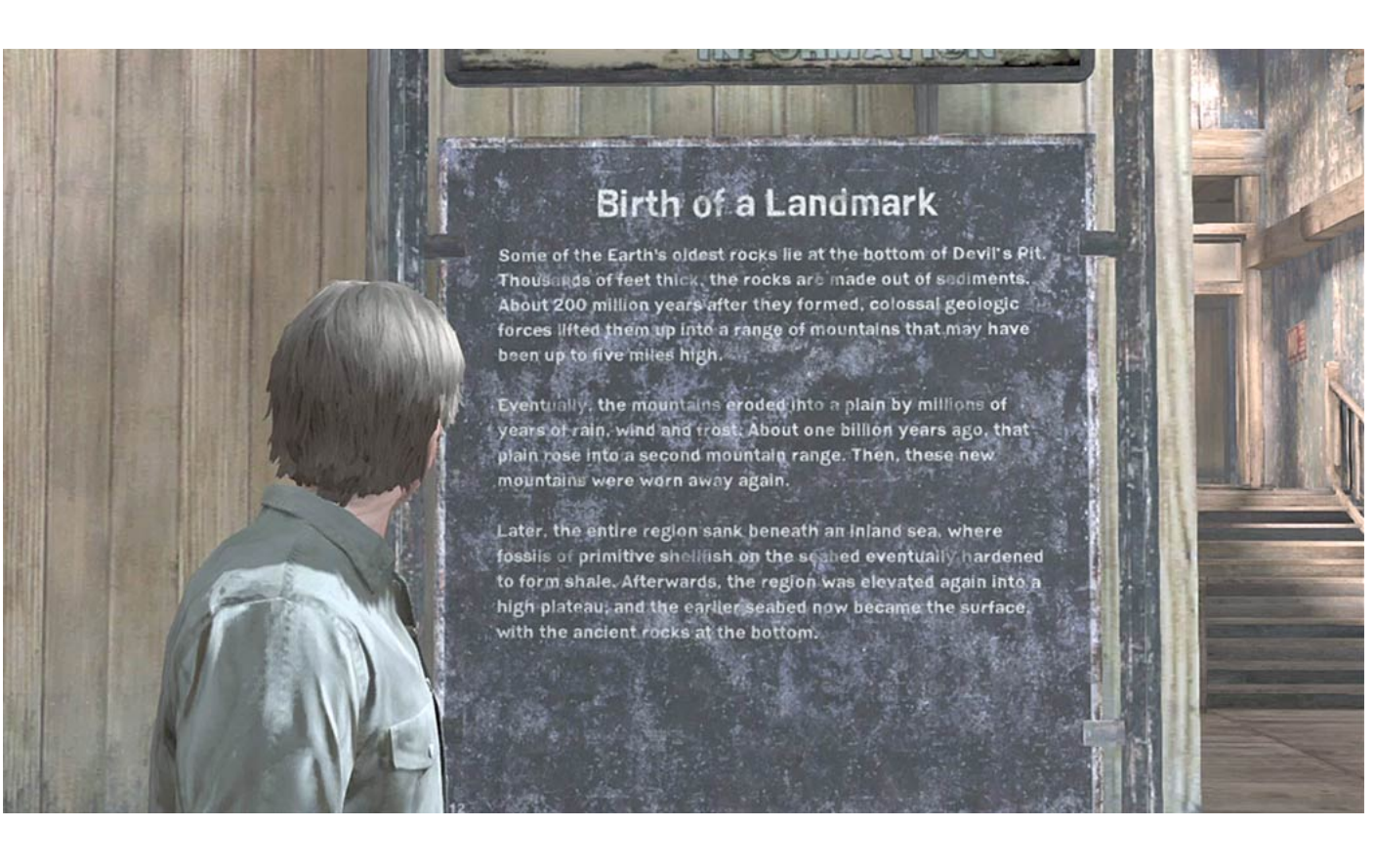
If you have a firearm equipped, pressing this button causes you to fire a single shot. For the best possible accuracy, press the Throw/Shoot button while the Aim/Strafe mode is active.

TOGGLE BEAM

Press the Toggle Beam button to switch an equipped Flashlight on and off.

If you have a Forensic Flashlight, the Toggle Beam button also allows you to switch between the standard beam and the UV beam.

ZOOM



Birth of a Landmark

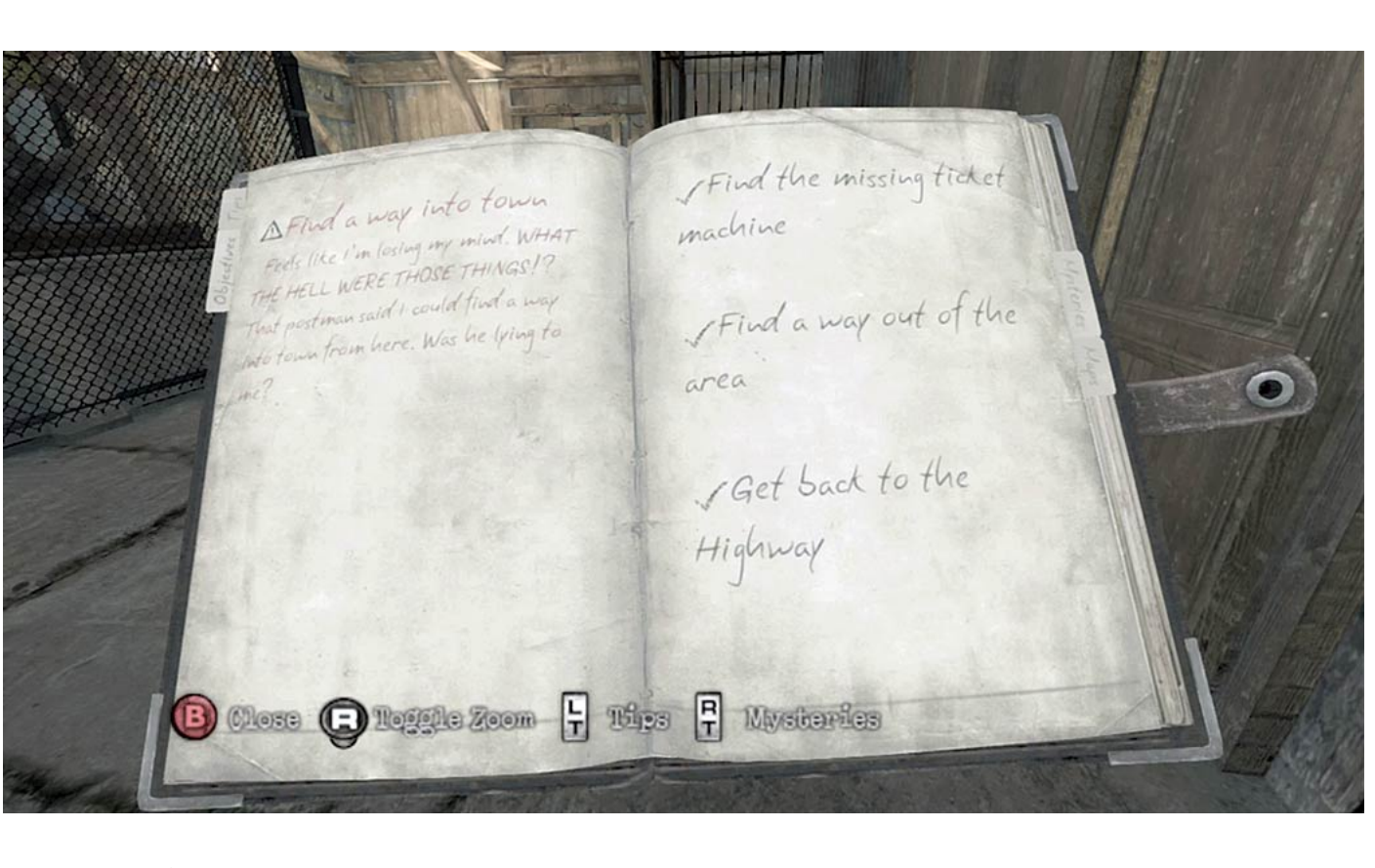
Some of the Earth's oldest rocks lie at the bottom of Devil's Pit. Thousands of feet thick, the rocks are made out of sediments. About 200 million years after they formed, colossal geologic forces lifted them up into a range of mountains that may have been up to five miles high.

Eventually, the mountains eroded into a plain by millions of years of rain, wind and frost. About one billion years ago, that plain rose into a second mountain range. Then, these new mountains were worn away again.

Later, the entire region sank beneath an inland sea, where fossils of primitive shellfish on the seabed eventually hardened to form shale. Afterwards, the region was elevated again into a high plateau, and the earlier seabed now became the surface, with the ancient rocks at the bottom.

Press and hold the Zoom button when you need a closer look at an environmental clue or object.

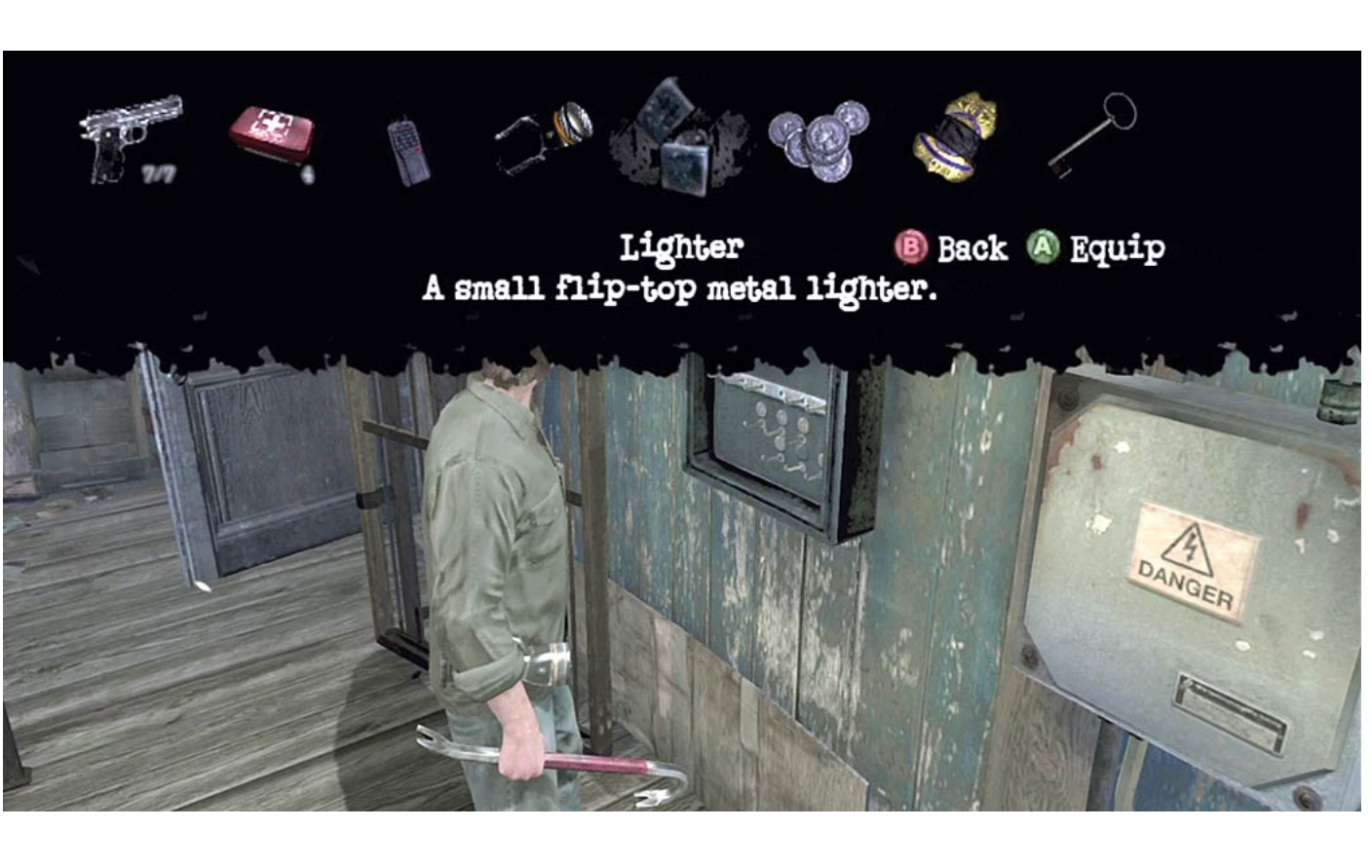
MURPHY'S JOURNAL


Find a way into town
Feels like I'm losing my mind. WHAT THE HELL WERE THOSE THINGS!? That postman said I could find a way into town from here. Was he lying to me?
✓Find the missing ticket machine
✓Find a way out of the area
✓Get back to the Highway
B Close
R Toggle Zoom
LT Tips
RT Mysteries

Access Murphy's Journal to review tutorial information, current objectives, collected Mystery items, and available maps.

The game pauses while Murphy's Journal is open, allowing you to review the information at your own pace.

INVENTORY



A small flip-top metal lighter.

Open your Inventory to examine, consume, or equip collected items.

To use an item from your Inventory with an interactive object, you must first examine the object and then select the item after your Inventory opens.

Caution

The game does not pause while your Inventory is open.

COMBAT

In the most basic terms, combat consists of blocking and attacking. There are, however, several factors that allow for a wide variety of tactics.

During combat, you must consider creature behavior, available weapons, the specific environment, and your preferred style of play.

BLOCKING

Blocking is essential to your survival. Press and hold the Block button to deflect enemy attacks.

To avoid taking damage, you must have a suitable weapon equipped and be facing your attacker.

Blocking with smaller weapons—like Rocks, Bricks, and Bottles—will only reduce the damage you take. Blocking without a weapon equipped provides even less protection.

Each blow absorbed while blocking damages your weapon.

Depending on your chosen game difficulty, even a relatively durable weapon can be destroyed fairly quickly.

During lengthy battles, you may have to replace your weapon multiple times.

ATTACKING

When choosing the right moment to attack, you must consider your currently equipped weapon.

One-handed weapons tend to have high attack speeds, allowing you to strike while your enemy moves to attack.

Two-handed weapons are generally slower, but their increased range and power allow you to inflict heavier damage on multiple enemies.

RANGED ATTACKS

Firearms and thrown weapons allow you to attack enemies from a distance, but ranged attacks have several disadvantages.

When using a firearm, you must consider the rate of fire, reload times, and your supply of ammunition.

In a pinch, an equipped firearm can be used as a melee weapon. Doing so, however, damages your weapon. Each time you use a firearm to block or strike, you risk breaking it.

Throwing an equipped melee weapon can be a very useful tactic, but doing so leaves you unarmed.

Before you throw a weapon at an approaching creature, make sure there's a replacement weapon within reach.

INCAPACITATED ENEMIES

After absorbing enough damage, most creatures become incapacitated.

When this happens, you must decide whether to kill your helpless enemy or leave it flailing on the ground.

Given enough time, an incapacitated creature might recover and resume attacking.

However, finishing off an incapacitated creature is not without risks—particularly if there are more immediate dangers that should be addressed.

SPOILER

Killing incapacitated enemies can affect which cinematic ending plays when you complete the game.

Details for earning each of the game's endings are provided just after the guide's walkthrough.

ESCAPING

When you're unarmed, outnumbered, or simply tired of fighting, it's often best to avoid engaging enemies.

To escape from distant enemies, simply run to a new area.

To withdraw in the middle of combat, however, it's usually best to stagger nearby opponents with a few quick strikes before you attempt to flee.

Side Quests

The game contains 14 side quests. These quests are completely optional, but they contain some interesting challenges, and they generally offer useful rewards.

Each time you begin a side quest, an entry is added to Murphy's Journal. As you complete tasks and gain new objectives, check Murphy's Journal for additional details.

Side quests only become available once you reach the town. You can pursue or ignore side quests as you wish.

However, if you want to complete a side quest, you must do so before you leave the town.

The Town

The town of Silent Hill contains five distinct neighborhoods:

- *Hillside*
- *Pearl Creek*
- *Chastain Heights*
- *Pleasant River*
- *Port District*

As opposed to areas outside of the town, these neighborhoods can be revisited as often as you like.

This provides considerable freedom as you search for the collectibles, side quests, and resources located throughout the town.

As you explore the town, however, creatures randomly appear in the area. This can happen at any time, but heavy rain tends to draw more creatures out into the open.

Arm yourself, stay alert, and be prepared to seek shelter.

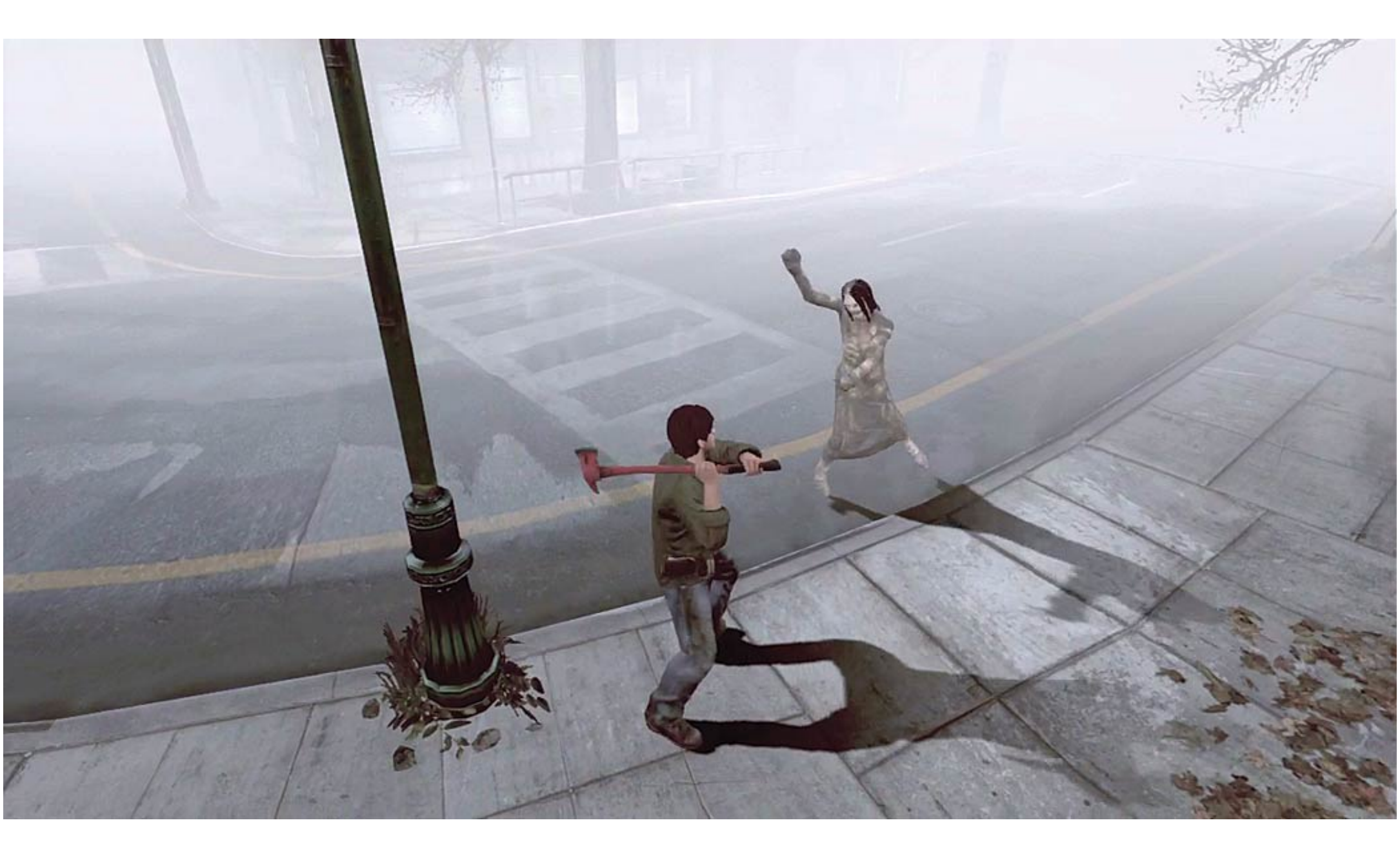
General Tips

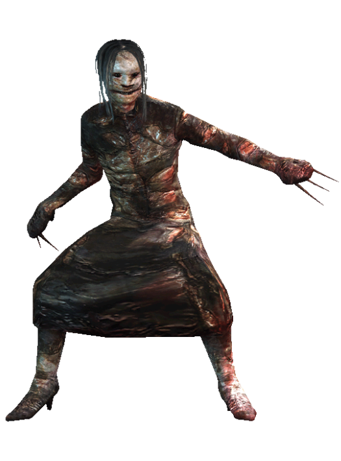
- Explore every area and search every room. The walkthrough details all of the game's puzzles, side quests, and collectible items, but hidden clues and gruesome scenes can offer additional information about the game's story.
- Each time you enter a new area, look for available weapons. Heavy combat can quickly render any weapon useless, so make sure you are prepared to replace it.
- Ration your resources. As you explore new areas and complete optional objectives, you may find yourself with an impressive supply of First Aid Kits and ammunition. It's important to remember that the game contains a finite supply of each resource.
- While you explore the town, stop to take shelter every so often. Staying out in the open increases the chances of rain storms and enemy attacks.
- When a side quest leads you out of the area, consider postponing the related objective until you've fully explored your current neighborhood. It's not always wise (or possible) to complete a side quest without first progressing the story.

Gameplay

Creatures

Screamer

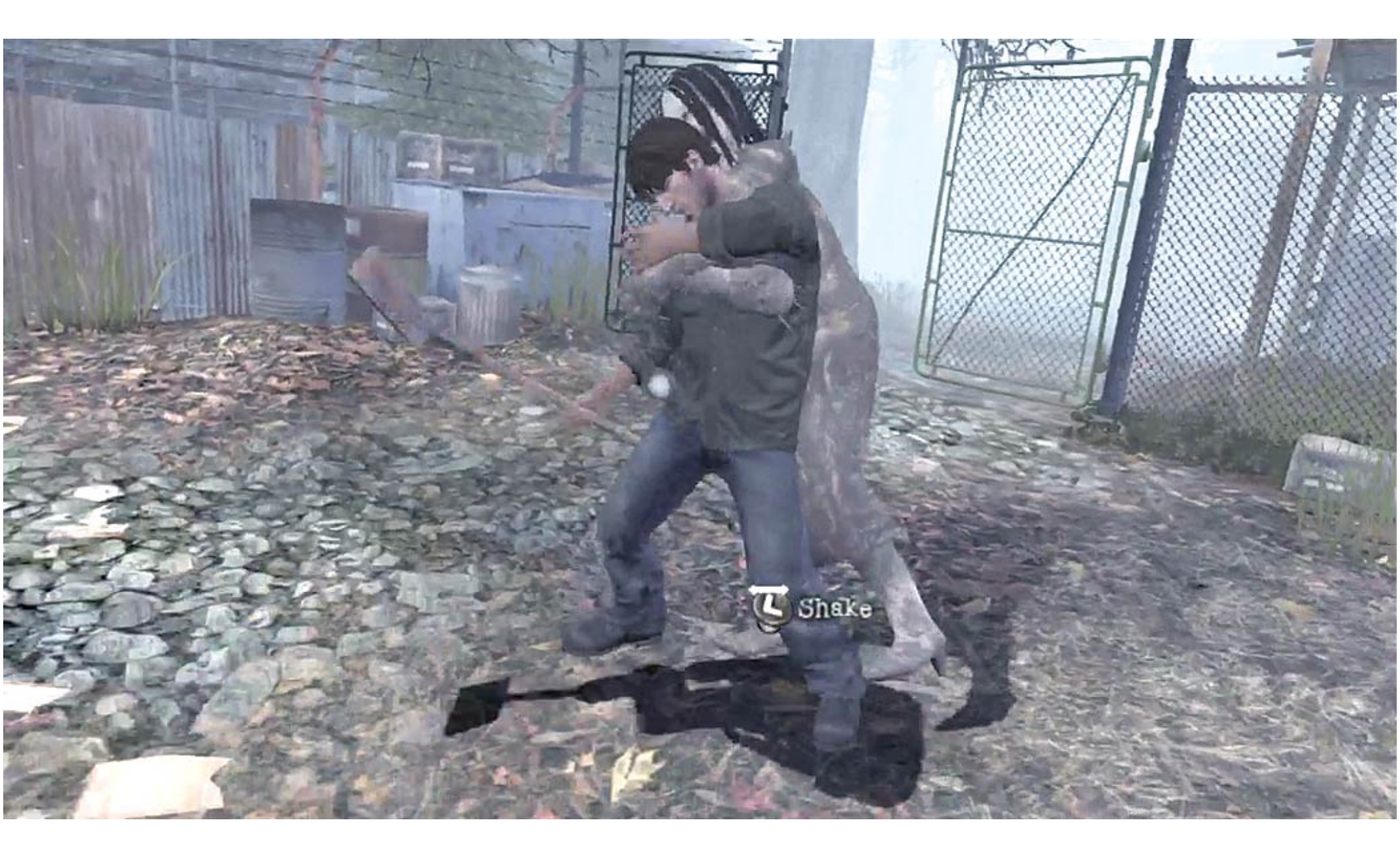




Screamers are among the most common creatures in the game. You'll encounter more powerful enemies, but the Screamer's unique abilities make it a dangerous opponent.

At close range, the Screamer usually just attacks with quick strikes. From farther away, however, this creature tends to make use of its incapacitating scream.

When you see a Screamer inhale, run in to interrupt the attack, run out of range, or take cover behind a suitable object.

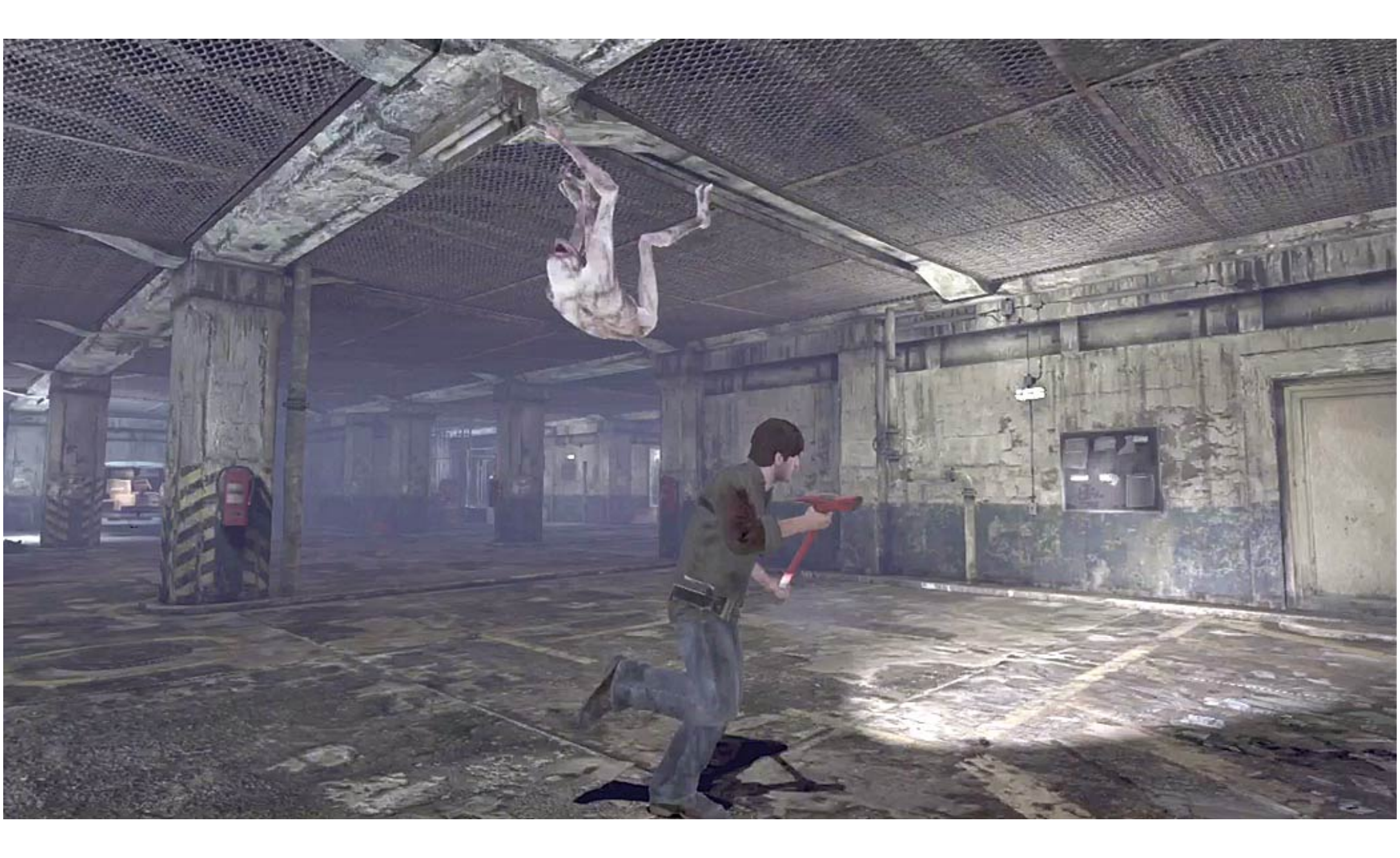


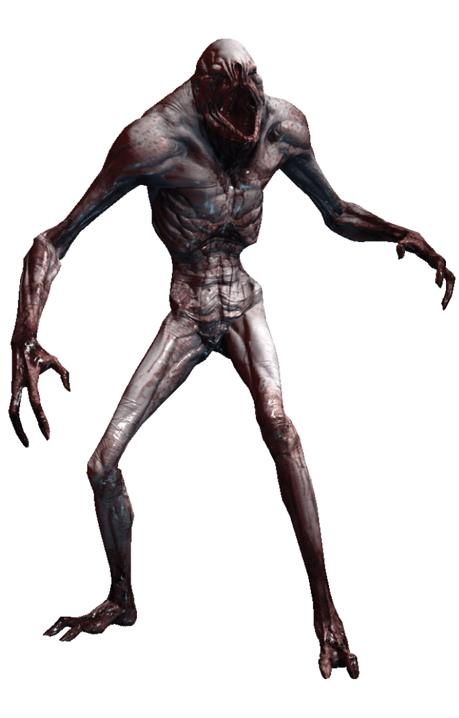
If you allow a Screamer to slip behind you, the creature might jump on your back. When this happens, you must follow the on-screen prompts to shake the Screamer loose.

The Screamer's incapacitating attacks are particularly troublesome when other creatures are in the area.

When you face multiple opponents, consider dealing with any Screamers before you deal with more imposing enemies.

Weeping Bat

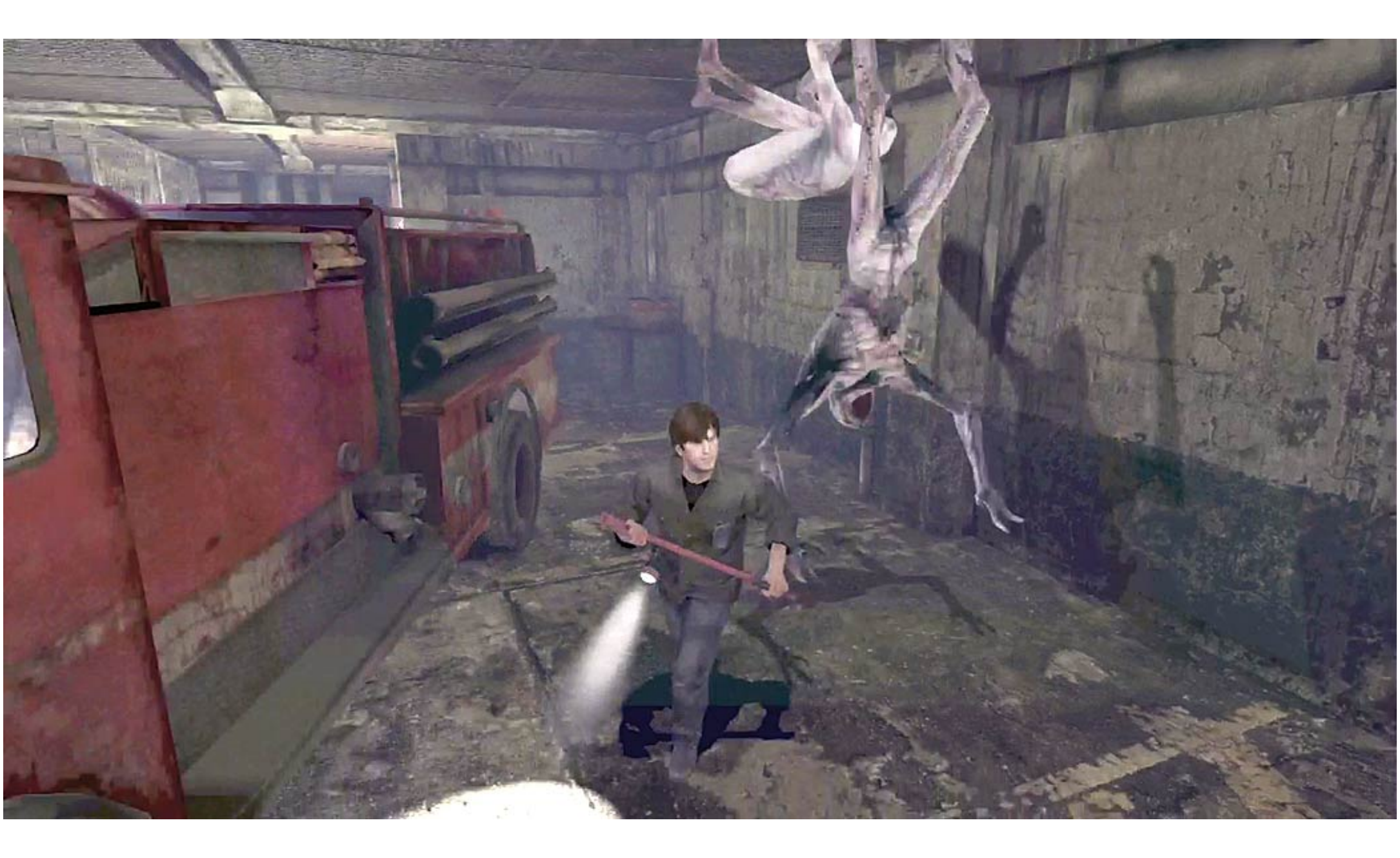




Weeping Bats are fairly tough on the ground, but they're most effective when attacking from above.

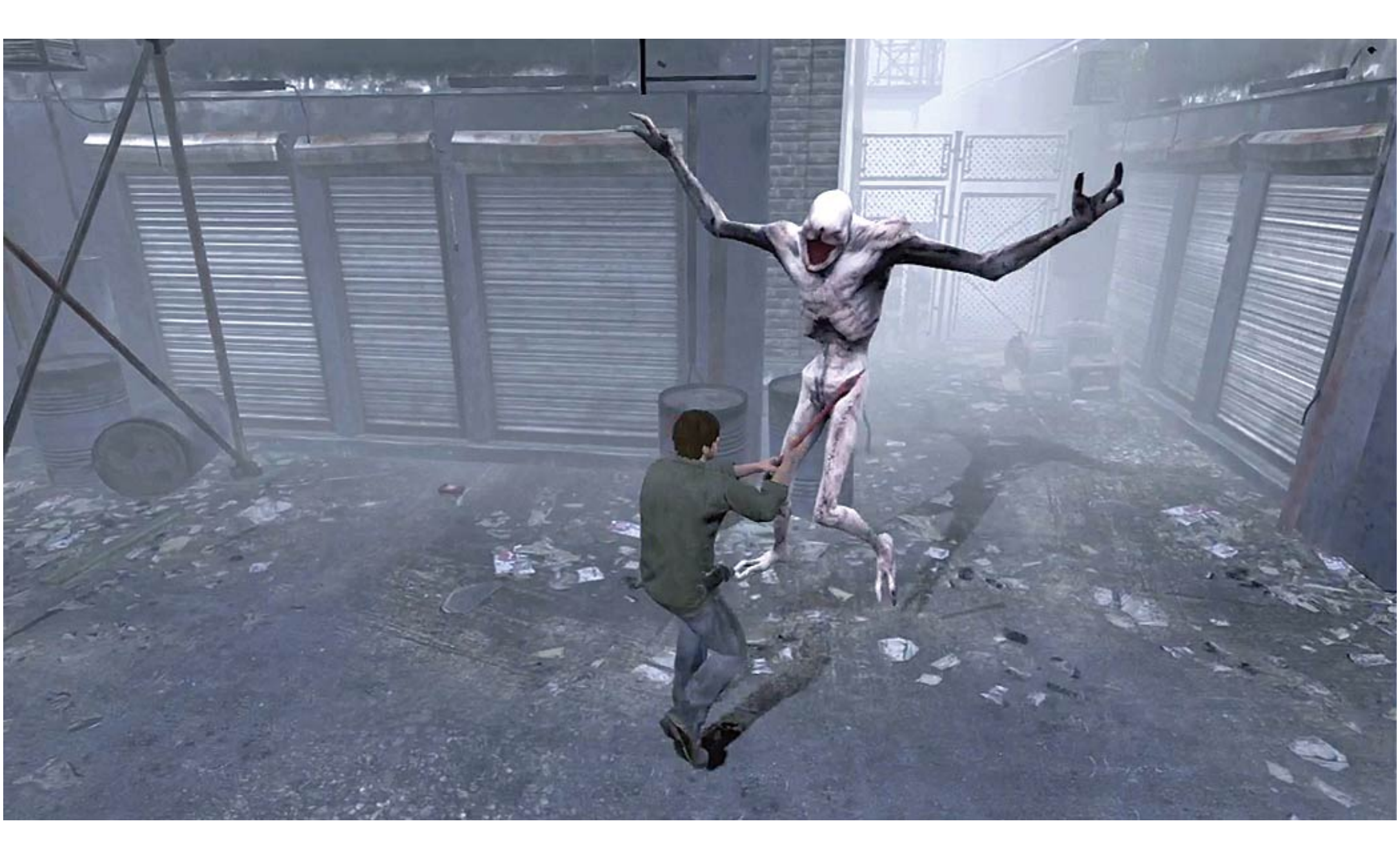
These creatures can cling to overhead surfaces, which allows them to move in and out of melee range very quickly.

If a ceiling is low enough, a Weeping Bat can strike without touching the ground. If the ceiling is too high for a quick strike, the creature attempts to pounce on you.



When ranged attacks aren't an option, you must lure the creature to the ground before you can attack.

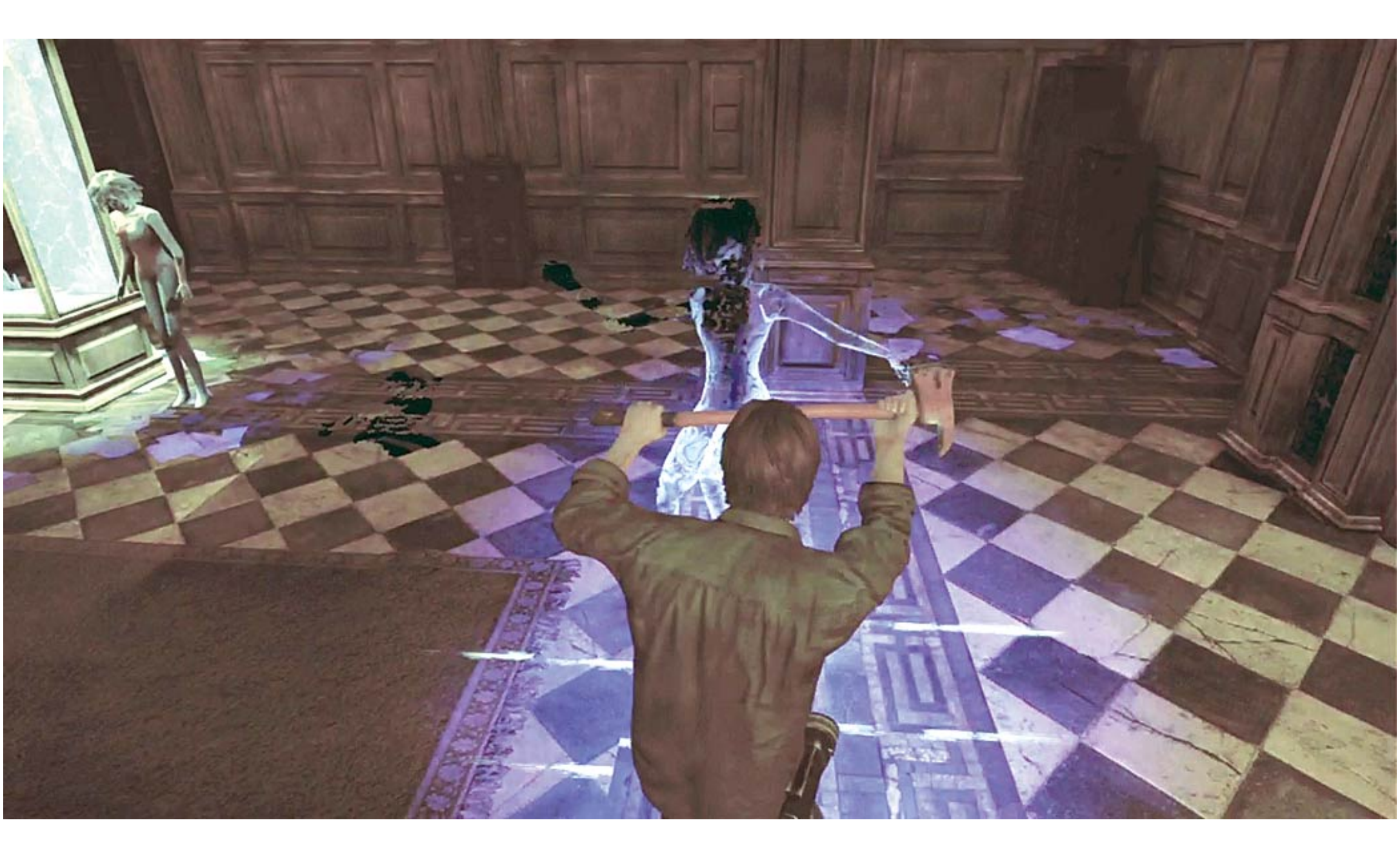
Run around the area until the Weeping Bat drops down from the ceiling, then land some strikes before it has a chance to retreat.

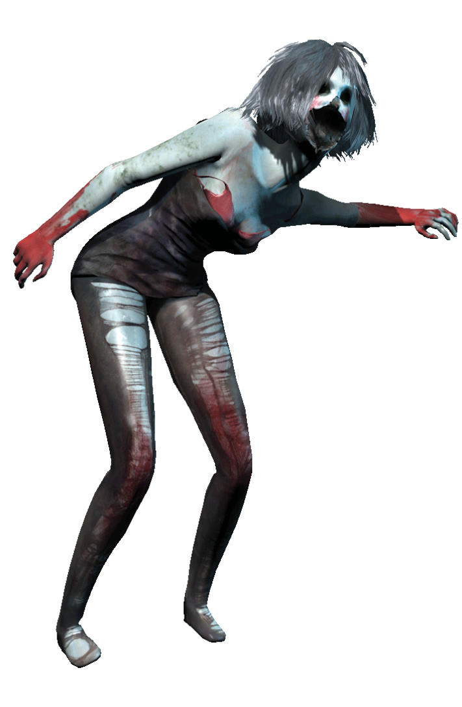


A well-timed hit should interrupt most of this creature's melee attacks, but watch out for its powerful, double-fisted attack.

When a Weeping Bat raises both arms above its head, block the incoming strike, then resume your attacks.

Doll/Shadow





Dolls have rather limited mobility, but the Shadows they spawn are fast, aggressive, and nearly invisible.

If you have a Forensic Flashlight, use its UV beam to help locate Shadows. A standard flashlight beam won't produce the same effect, but it can help you spot Shadows in particularly dark rooms.

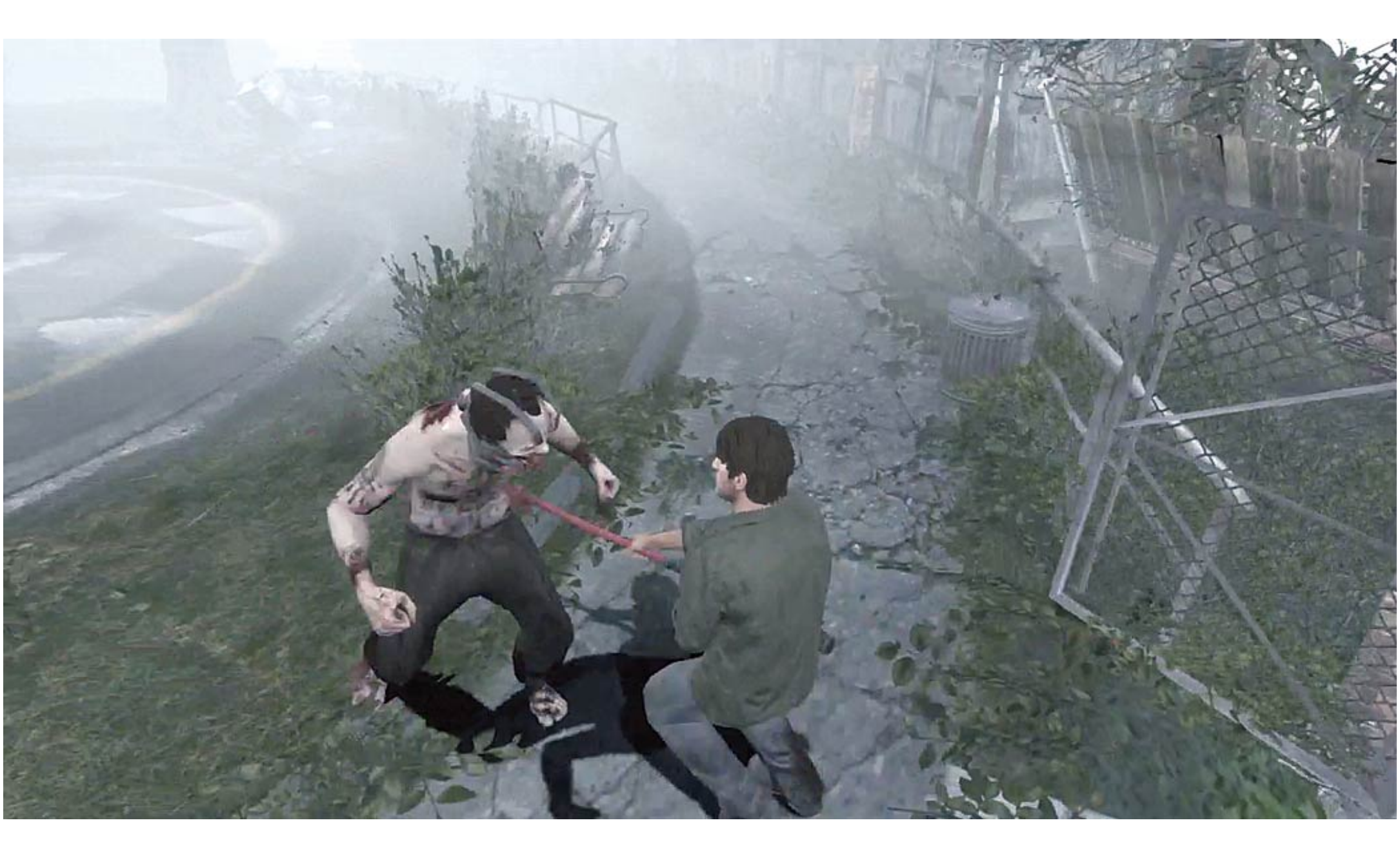
Depending on the situation, you may wish to attack a Doll directly. If you do, try to position yourself so that each strike damages the Doll and its Shadow.

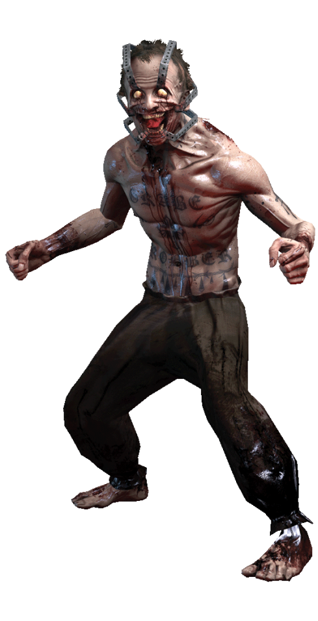
Alternatively, you can focus entirely on the incoming Shadows. Block a Shadow's strike, then counter with an attack of your own.

Each time you defeat a Shadow, its Doll takes damage. If you defeat the Doll, its Shadow simply vanishes.

Prisoner Minions

Brawler

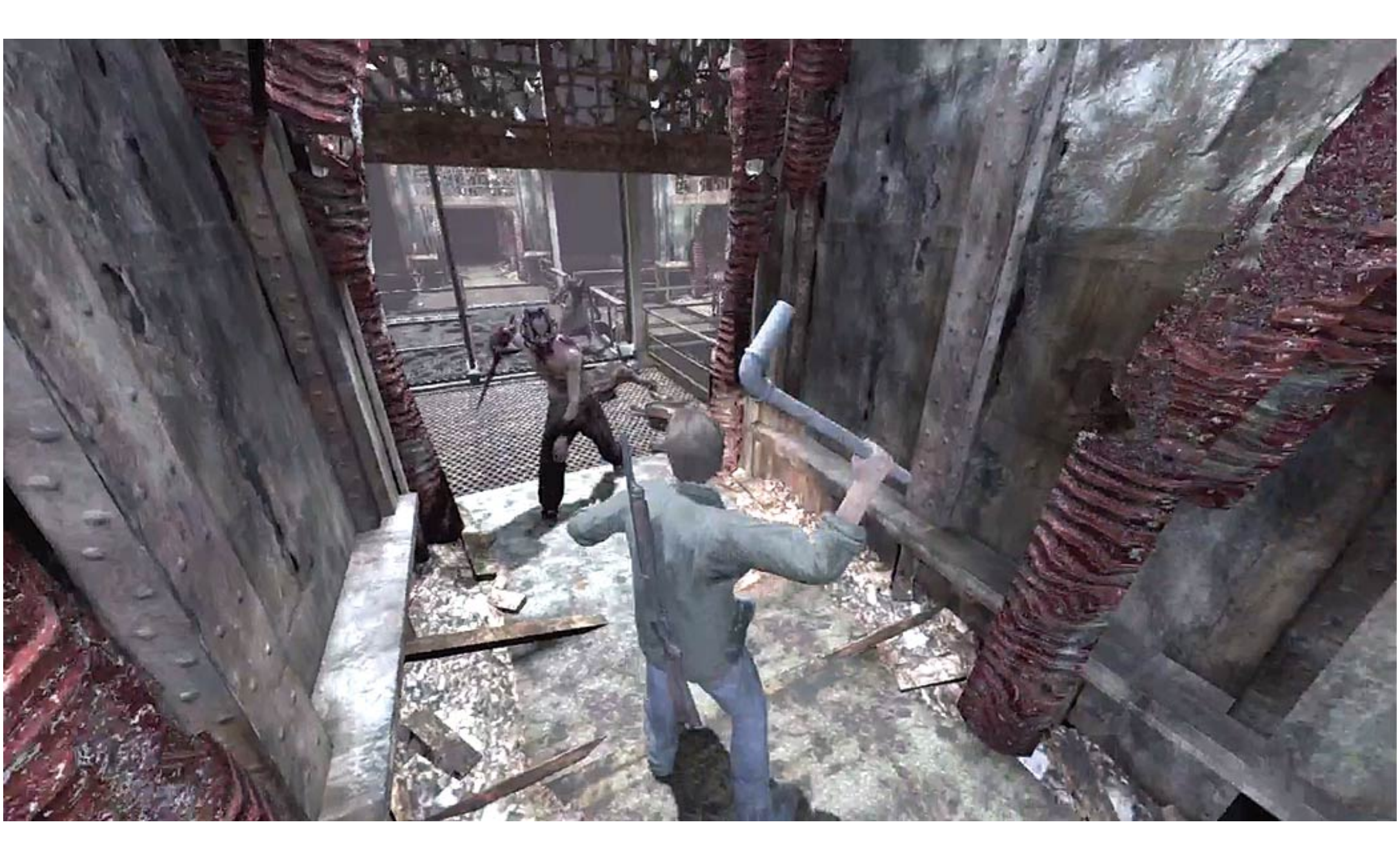


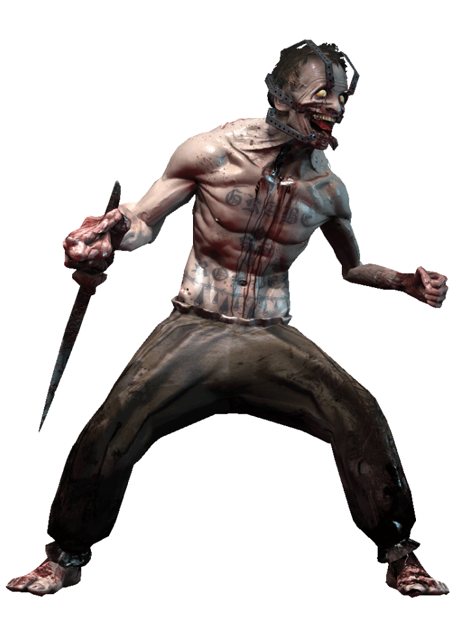


The Brawler is a powerful, straightforward melee fighter. These creatures have no special abilities to speak of, but they do have some very effective strikes.

Brawlers tend to attack head-on, and you'd do well to respond in kind. Basic melee tactics should allow you defeat a lone Brawler with minimal effort.

Stabber

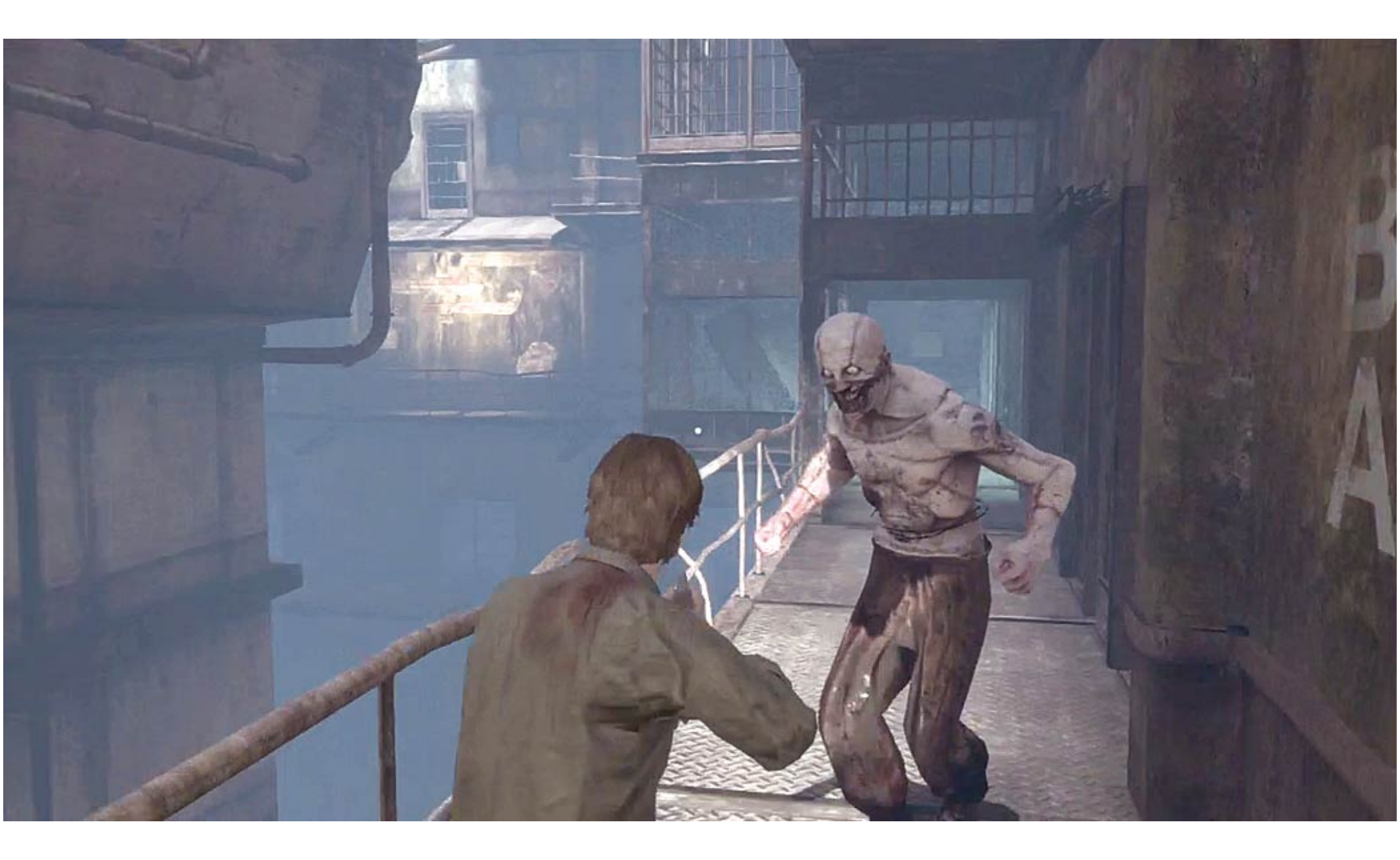


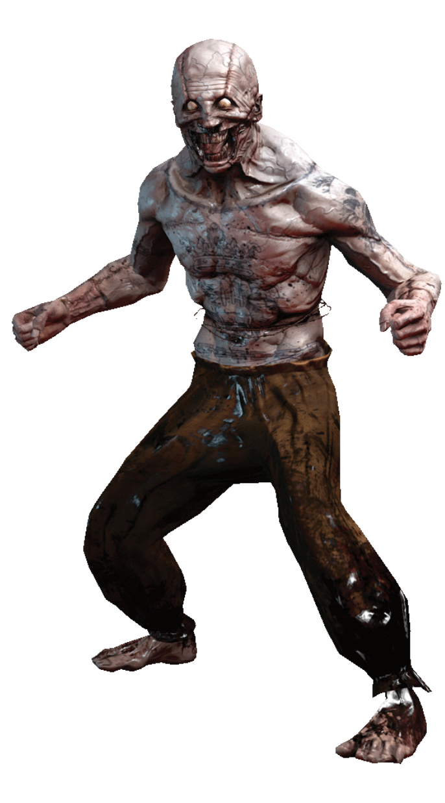


The Stabber is a more agile variation of the Prisoner Minion. Stabbers tend to move in and out of melee range, which makes it much more difficult to counterattack after a successful block.

Their erratic movements can also make it fairly difficult to land ranged attacks. Try to time your strikes to hit the Stabber as it moves into range.

Prisoner Juggernaut





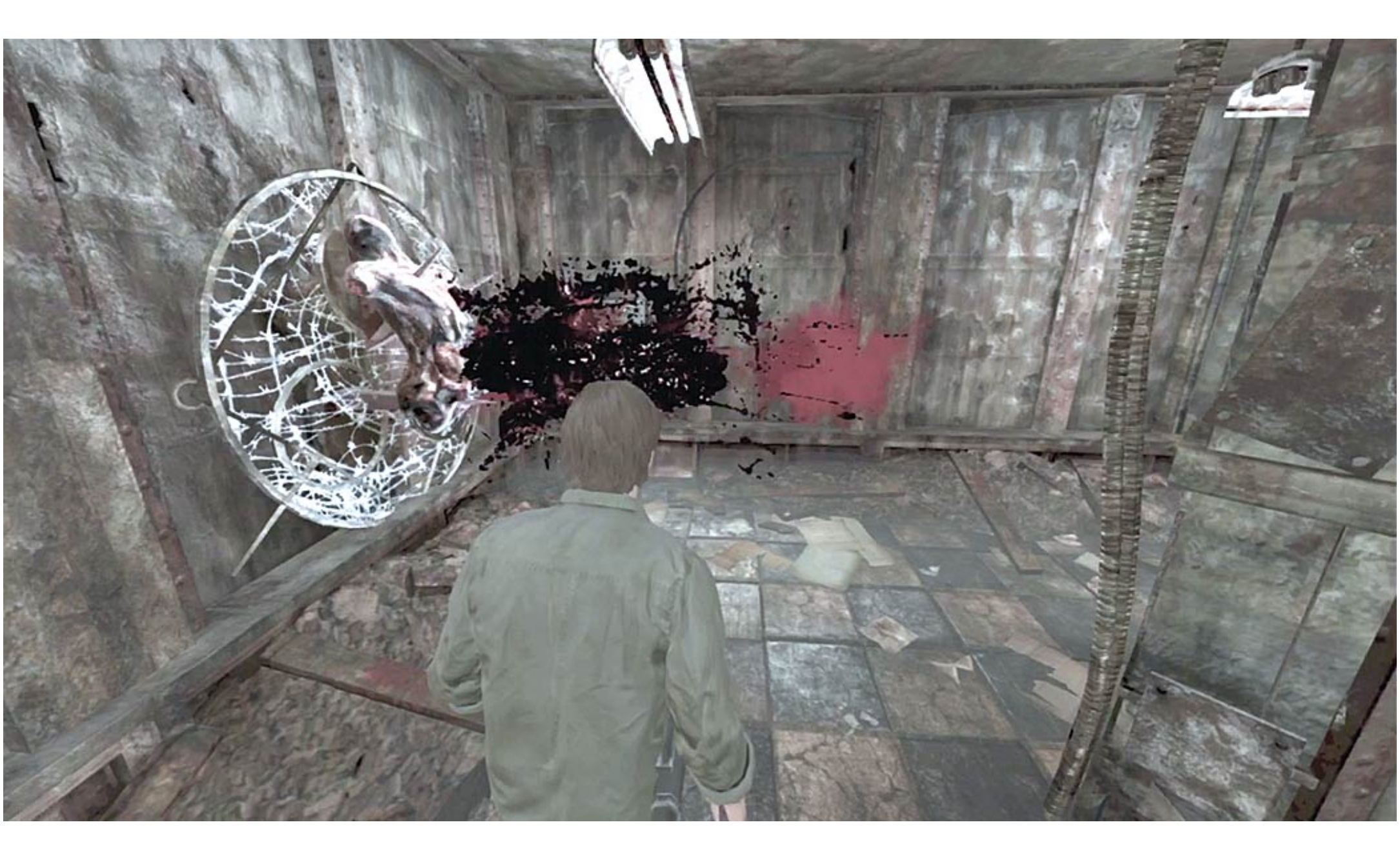
The Juggernaut only appears in scripted encounters toward the end of the game.

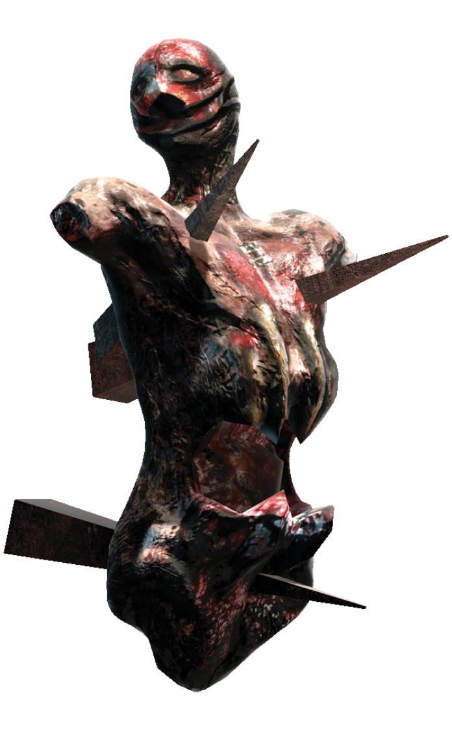
This imposing enemy uses its devastating charge attack get into melee range, then it follows up with a series of powerful strikes.

When facing a Juggernaut, it's generally best to dodge its charge.

Land a few hits while the enemy turns to face you, then use basic melee tactics: block the Juggernaut's strikes and counterattack when you find an opening.

Wall Corpse

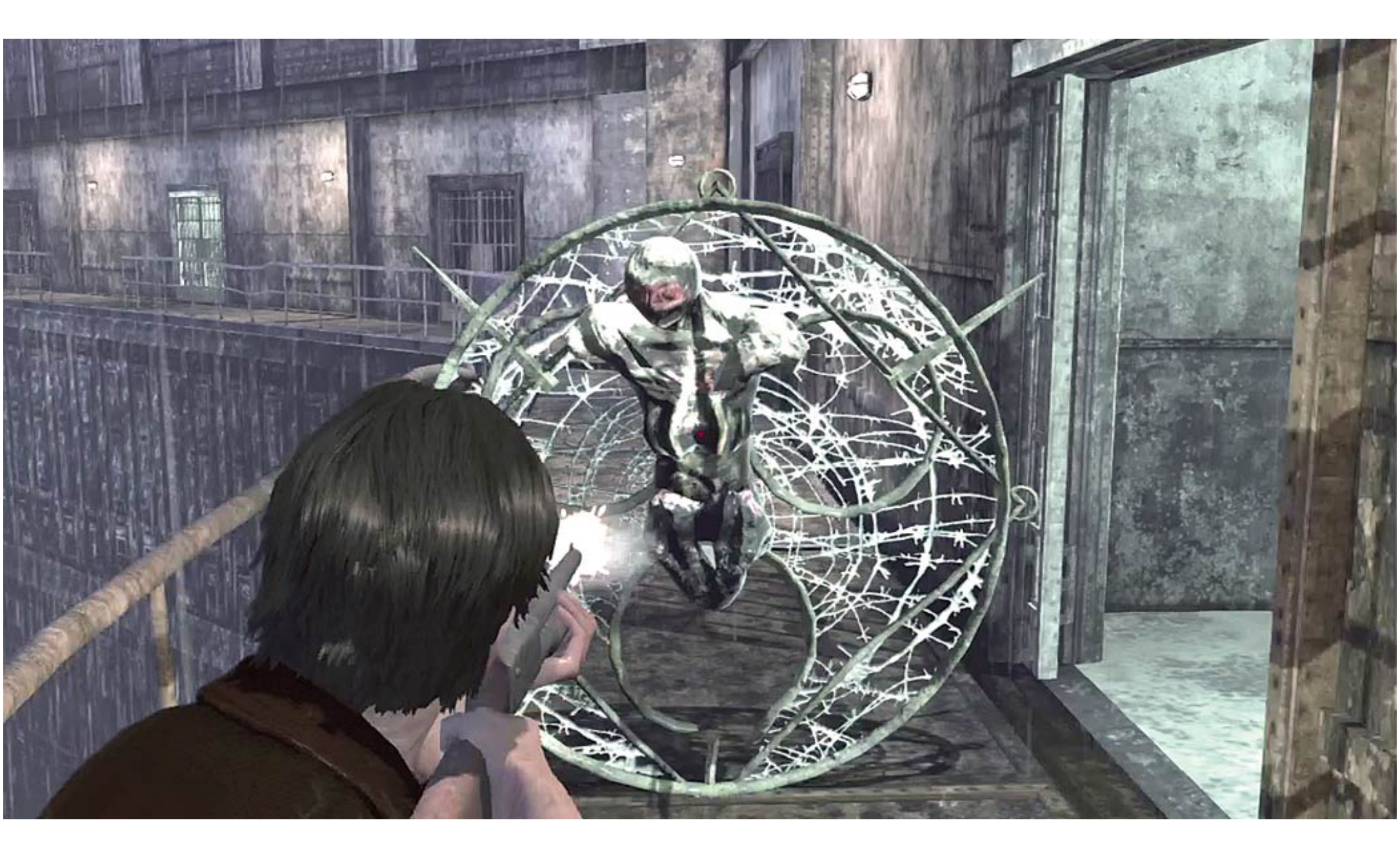




For the most part, Wall Corpses are more like environmental hazards than actual enemies. It's usually better to simply avoid them.

These creatures shoot out harmful fluids, alternating between a single spray and two quick sprays.

To slip past a Wall Corpse without taking damage, move immediately after its rapid-fire attack.



Toward the end of the game, you'll find Wall Corpses mounted on wheels. With their enhanced mobility, these creatures are much more dangerous.

When you spot one of these enhanced Wall Corpses, try to shoot it before it has a chance to attack.

Gameplay

Weapons

Silent Hill: Downpour contains a wide variety of weapons, and you must be prepared to use any of them. When your equipped weapon breaks, you must grab whatever's nearby.

Each time you enter a new area, take stock of the available weapons.

You should keep an eye out for superior weapons of course, but you must be ready to defend yourself with kitchen utensils or the splintered remains of park benches as well.

Seemingly identical weapons can have slight variations in power, attack speed, and durability, but their basic properties will remain fairly consistent.

NOTE

The weapons listed in this section are not the only weapons available in the game. You'll need to rely on these common weapons for the majority of combat situations, however.

One-Handed Weapons

One-handed weapons tend to lack power, but their high attack speeds make it much easier to interrupt enemy attacks.

CROWBAR

With a nice balance of speed, power, and durability, the Crowbar is one of the best available one-handed weapons.

The Crowbar is fairly common, it can smash through barricaded doors, and its compact size makes it a great choice in tight spaces.

 Wrench	 Hatchet	 Steel Pipe	 Knife	 Cleaver
 Hammer	 Frying Pan	 Handle	 Plank	 Fork

Two-Handed Weapons

Two-handed weapons generally forgo speed in favor of durability and power.

Using these larger weapons requires precise timing, but the increased weapon length makes it much easier to damage multiple opponents with a single strike.

FIRE AXE

The Fire Axe is one of the game's best two-handed weapons. It's fairly common, it packs some serious power, and it can smash through barricaded doors.

 Pickaxe	 Long Steel Pipe	 Sledgehammer	 Pitchfork
 Rake	 Fire Extinguisher	 Chair	

HOOK

Because the Hook is the only weapon that's capable of lowering retractable ladders, it's best to save it for that purpose.

It can deliver some decent damage, but the Hook's limited durability makes it a poor choice for most combat situations.

SHOVEL

During your first playthrough, the Shovel can be used like any other two-handed weapon. During your second playthrough, however, it's best to save available Shovels for use in the "Digging up the Past" side quest.

Thrown Weapons

Although all melee weapons can be thrown, some weapons are poorly suited to any other purpose.

If a weapon isn't effective at blocking or striking, it's usually best to simply throw it at an attacker.

Doing so should buy you an extra second or two. Use the extra time to flee or to find a more appropriate weapon.

 Brick	 Rock	 Bottle	 Lamp	 Vase

Firearms

Firearms are powerful ranged weapons. As long as you keep a decent supply of ammunition, you'll find them invaluable during some of the game's more difficult encounters.

Although you can hold up to two firearms, doing so prevents you from carrying a designated melee weapon.

COLT

Through most of the game, Pistol Bullets are much more common than Shotgun Shells. Additionally, this firearm performs very well from long range.

If you can only keep one firearm, you're bound to get much more use out of a Colt than a Shotgun.

SHOTGUN

Overlook Penitentiary contains several Shotguns, allowing you to regularly replenish your supply of Shotgun Shells.

Once you reach this location, the Shotgun becomes a somewhat sustainable (and very useful) weapon.

At close range, the Shotgun delivers outstanding damage, and its extra size makes it a passable melee weapon in a pinch.

Exceptional Weapons

As you complete the game's side quests, you may be rewarded with exceptional weapons:

Tomahawk: When you complete "The Art Collector" side quest, you gain access to the Tomahawk.

This one-handed weapon performs fairly well in melee combat, but it delivers outstanding damage when thrown.

Demon Statue: When you complete the "Shadow Play" side quest, you gain access to the Demon Statue.

This one-handed weapon is one of the best you'll find in the game. It offers superior speed, power, and durability.

Golden Gun: Near the end of the "Cinema Verite" side quest, you have the opportunity to collect the Golden Gun.

Although it uses standard Pistol Bullets, this weapon packs considerably more punch than the Colt.

Gameplay

Art

Gameplay

Checklists

Mysteries

Name	Area	Location
Devil’s Pit Flyer	Devil’s Pitstop	In the diner’s service area, on a table near the kitchen door
Voyeur’s Notes	Devil’s Pitstop	In the diner’s basement, on a coffee table
Newspaper Article (Accident)	Devil’s Pit	In the deep mines, posted on the storage room door
Poem	Devil’s Pit	In the train station, posted on a hanging body
Police Report	Hillside	In the police station, on the floor east of the entrance
Crime Survey	Hillside	In the police station, on the floor past the barricaded door
Crime Scene Photo (2)	Hillside	In the southeast corner of the police station yard
Missing Poster	Hillside	Outside of the basement, on the ground near the sandbox
Crime Scene Photo (1)	Hillside	On the balcony leading to Pearl Creek, attached to a barrel
Threatening Letter	Pearl Creek	In the apartment building, posted on a third-floor door
Mother’s Note	Pearl Creek	At the northwest corner of Lansdale Avenue and Brite Street (requires the “Ribbons” side quest)
Newspaper Article (Riot)	Pearl Creek	Near the east end of Brite Street, on the southern sidewalk
Addressed Envelope	Pearl Creek	Outside of the storage unit, at the north edge of Laymond Avenue
Gallery Letter (1)	Pearl Creek	In the art gallery, on the office sofa
Gallery Owner’s Note	Pearl Creek	In the art gallery, on the office desk
Gallery Letter (2)	Pearl Creek	In the art gallery, on the counter in the exhibit room
Memorandum	Centennial Building	In the Centennial Building’s garage entrance, posted on the door
Internal Memorandum	Centennial Building	In the Centennial Building’s garage, on the police car’s passenger seat
Incident Report	Centennial Building	In the archives, on a desk hidden between the first-floor stacks
Envelope Sketch	Centennial Building	Awarded for properly arranging the envelopes in room 105
Psychologist’s Flyer	Centennial Building	In room 204, on the desk near the transition to room 305
Psychological Report	Centennial Building	In room 200, in a drawer near the north wall
Employee Review	Centennial Building	In the vault, hidden in the pages of one of the books
Film Splicing Guidelines	Chastain Heights	In the movie theater, posted on the projector room’s wall
Newspaper Article (Abduction)	Chastain Heights	In the small park west of the movie theater, just north of a dig spot
Newspaper Article (Napier)	Chastain Heights	In the monastery’s yard, on the ground near the fountain
Mother’s Confession	Chastain Heights	In the locked apartment on Lamon Street (at the end of the “Ribbons” side quest)
Poem Fragment 1	St. Maria’s Monastery	In the monastery chapel, on the altar
Letter Home	St. Maria’s Monastery	In the orphanage, on the teacher’s desk in the first-floor classroom
Technician’s Notes	St. Maria’s Monastery	In the orphanage, on a small desk in the theater’s control room
Poem Fragment 2	St. Maria’s Monastery	In the orphanage theater, in the trunk within the cottage
Father’s Day Card	St. Maria’s Monastery	In the orphanage’s second floor, on an end table in the dormitory
Psychological Evaluation (1)	St. Maria’s Monastery	In the orphanage, on a library table west of the second-floor classroom
Psychological Evaluation (2)	St. Maria’s Monastery	In the orphanage, in the drawers in the office just north of the playroom
Condolence Letter	St. Maria’s Monastery	In the hospice, on a table in the recreational area
Internal Memo	St. Maria’s Monastery	In the hospice, on a small table just inside the X-ray room
Psychological Evaluation (3)	St. Maria’s Monastery	In the hospice, inside the drawers in the small office near the X-ray room
Poem Fragment 3	St. Maria’s Monastery	In the hospice, inside one of the X-ray room Screamers
Newspaper Article (Corruption)	Pleasant River	Along the north edge of Rice Street, on a wooden porch near the parked van
Inscribed Snapshot	Pleasant River	In the house north of Rice Street, on a table in a first-floor room
Funeral Announcement	Pleasant River	In the house north of Rice Street, on the bed in the master bedroom
Suicide Note	Port District	In the house west of the drawbridge, on the floor near the broken mirror (after completing the “Mirror, Mirror” side quest)
Handwritten Note	Overlook Penitentiary	Appears on level A4, near the northwest stairwell
Psychological Evaluation (Overlook)	Overlook Penitentiary	In the A2 level of the guard tower, on the desk near the safe
Prisoner’s Letter (1)	Overlook Penitentiary	In a cell along the east edge of level A2, behind a shelf unit
Angry Letter	Overlook Penitentiary	Through a cell along the west edge of level A2, at the end of the flooded corridor
BOLO Alert	Overlook Penitentiary	On level A3, in a drawer in the security room
Magazine Article	Overlook Penitentiary	In Block B, in a checkout room locker
Prisoner’s Letter (2)	Overlook Penitentiary	In Block B, in a cell on the south side of the main hall
Prisoner’s Letter (3)	Overlook Penitentiary	In Block B, in a small room north of the workshops
Work Release Program Application	Overlook Penitentiary	In Block B, on the drill press in the northern workshop
Newspaper Headline	Overlook Penitentiary	In Block B, at the edge of a table in the day room’s upper level
Whistleblower’s Letter	Overlook Penitentiary	In Block B, near the lockers in the day room’s upper level

Silent Hill Artifacts

Name	Area	Location
Child’s Kite	Pearl Creek	On a bench along the north edge of Logan’s Park
Canvas Sack	St. Maria’s Monastery	In the orphanage, in the second-story classroom
Toy Van	St. Maria’s Monastery	In the hospice, in the second-story recreational area
Radio	Hillside	Dig site 1: In the yard north of Straub Street
Alien Toy	Hillside	Dig site 2: Near the transition to Pearl Creek, in a yard west of Lansdale Avenue
Hyper Blaster	Pearl Creek	Dig site 3: In the playground south of Cook Street
UFO	Pearl Creek	Dig site 4: In the northwest corner of Logan’s Park
Circle Emblem	Chastain Heights	Dig site 5: In the park west of the movie theater
Robbie	Chastain Heights	Dig site 6: Along the north edge of the park in front of St. Maria’s Monastery
Aglaophotis	Port District	Dig site 7: In the yard south of Ketchum Street

Side Quests

Name	Starting Location
All Points Bulletin	In the Hillside police station, west of the underground entrance
Bird Cage	In a small yard north of the Hillside police station
Stolen Goods	The apartment building on the border of Hillside and Pearl Creek
Ribbons	The missing child poster in Pearl Creek, near the intersection of Cook Street and Lansdale Avenue
The Bank	In the Pearl Creek bank at the intersection of Brite Street and Lansdale Avenue
Homeless	In the Pearl Creek underground entrance
The Art Collector	The Pearl Creek art gallery, in the alleys south of the Centennial Building
Cinema Verite	The Chastain Heights movie theater on Lamon Street
The Gramophone	In Chastain Heights, in the two-story apartment south of the movie theater
Shadow Play	In the loft near the north edge of Chastain Heights
Ashes to Ashes	In Pleasant River, in the two-story house near the docks
Dead Man’s Hand	In Pleasant River, in the house south of Rice Street
Mirror, Mirror	In the Port District, in the house west of the King Avenue drawbridge
Digging up the Past	At the dig site north of Straub Street in Hillside (after you complete the game)

Gallery

Portrait	How to Unlock
Postman	Complete the “Cinema Verite” side quest
Shinead	Complete the “Digging up the Past“ side quest
Napier	Complete “The Gramophone“ side quest
Sewell	Complete the “Mirror, Mirror“ side quest
Murphy	Complete the “Shadow Play“ side quest
Cunningham	Complete the “All Points Bulletin“ side quest
Frank	Complete the “Ashes to Ashes“ side quest
DJ Ricks	Complete the “Bird Cage“ side quest
JP Sater	Complete the “Stolen Goods“ side quest
A Boy	Complete the “Ribbons“ side quest
A Nun	Complete the “Dead Man’s Hand“ side quest

Achievements and Trophies

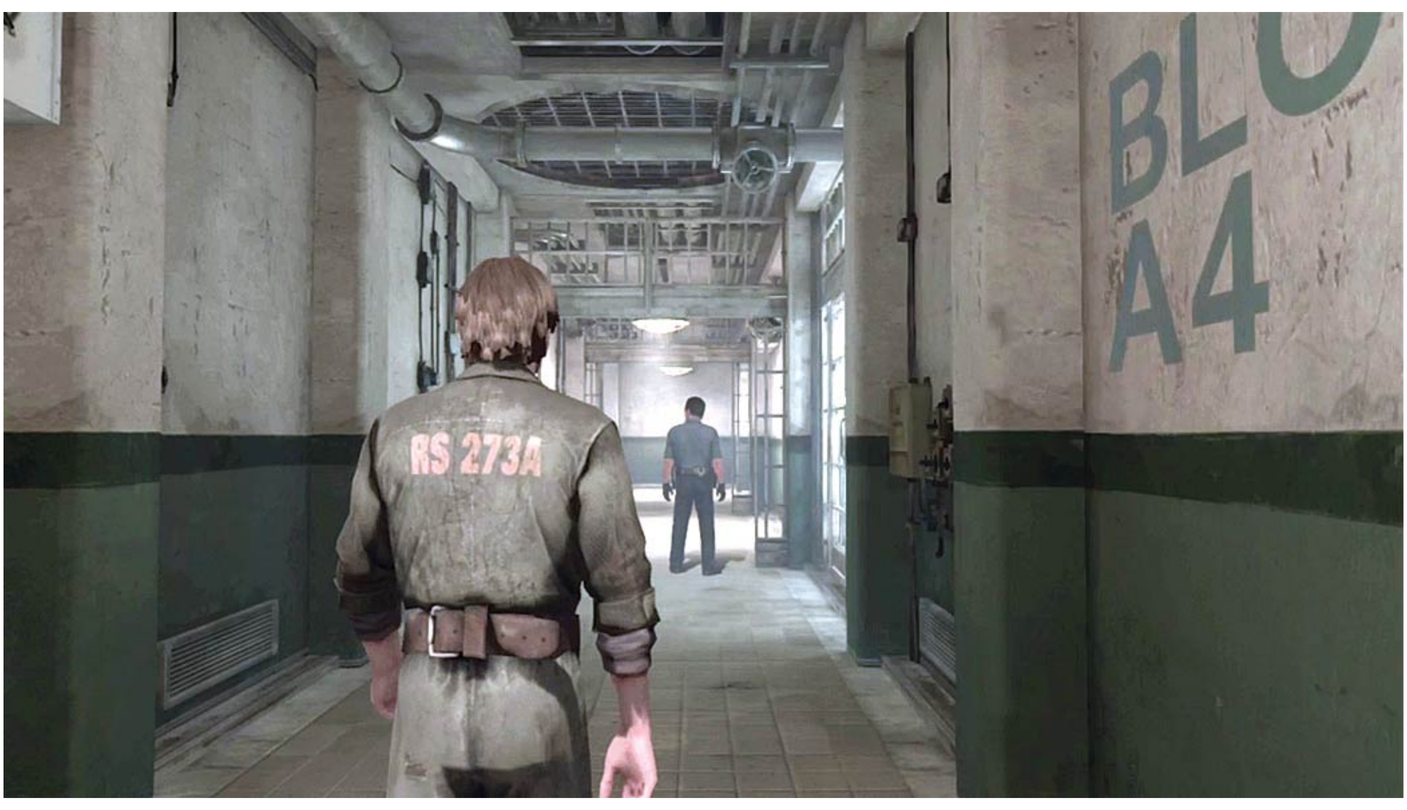
Name	Description
Going off the Rails	Escape from Devil’s Pit
Found a Friend!	Meet DJ Ricks in the radio station
Whatever Doesn’t Kill You. . .	Escape the Radio Station Otherworld
Ashes, Ashes	Collect 3 pages of the rhyme book
Broken Cycle	Defeat the Bogeyman
No Turning Back	Reach Overlook Prison
Ending A	Achieved “Forgiveness” Ending
Ending B	Achieved “Truth & Justice” Ending
Ending C	Achieved “Full Circle” Ending
Ending D	Achieved “Execution” Ending
Ending E	Achieved “Surprise!” Ending
Capital Punishment	Complete the game on the Hard game difficulty setting, any ending
Puzzle Master	Complete the game on the Hard puzzle difficulty setting, any ending
Good Behavior	Complete the game on any difficulty without finishing off any incapacitated monsters
Silent Hill Tour Guide	Completed all Side Quests
Useless Trinkets	Completed the “Digging up the Past” Side Quest
Calling All Cars	Completed the “All Points Bulletin” Side Quest
Neighborhood Watch	Completed the “Stolen Goods” Side Quest
Art Appreciation	Completed “The Art Collector” Side Quest
Silent Alarm	Completed “The Bank” Side Quest
Will Work For Food	Completed the “Homeless” Side Quest
Cutting Room Floor	Completed the “Cinema Verite” Side Quest
Turn Back Time	Completed “The Gramophone” Side Quest
What’s Your Sign?	Completed the “Shadow Play” Side Quest
Telltale Heart	Completed the “Dead Man’s Hand” Side Quest
Dust to Dust	Completed the “Ashes to Ashes” Side Quest
Long Walk, Short Pier	Completed the “Ribbons” Side Quest
Spot the Difference	Completed the “Mirror, Mirror” Side Quest
Birdman	Complete the “Bird Cage” Side Quest
Silence is Golden	Kill or Incapacitate 10 Screamers
Shadow Boxer	Kill or Incapacitate 10 Dolls
Piñata Party	Kill or Incapacitate 10 Weeping Bats
Lockdown	Kill or Incapacitate 10 Prisoner Minions
The Bigger They Are. . .	Kill or Incapacitate 10 Prisoner Juggernauts
Fight or Flight?	Escape From 20 Monsters
Silent Hill Historic Society	Complete Murphy’s Journal with all Mysteries
Stay of Execution	Incapacitate 20 Monsters without Killing Them
Gun Control	Kill or Incapacitate 25 Monsters with the Pistol or Shotgun
Hypochondriac	Use 20 First Aid Kits

Campaign

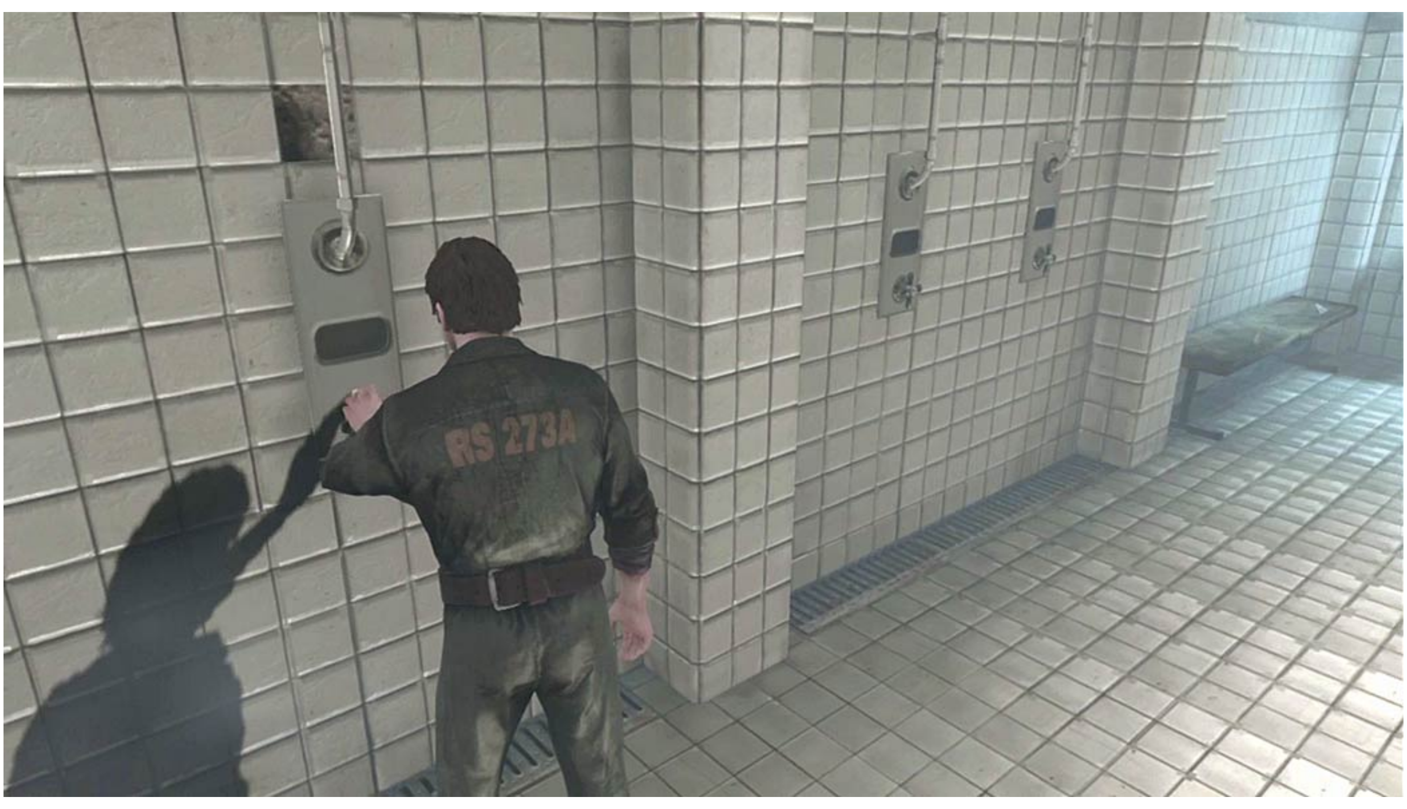
Ryall State Prison

NOTE

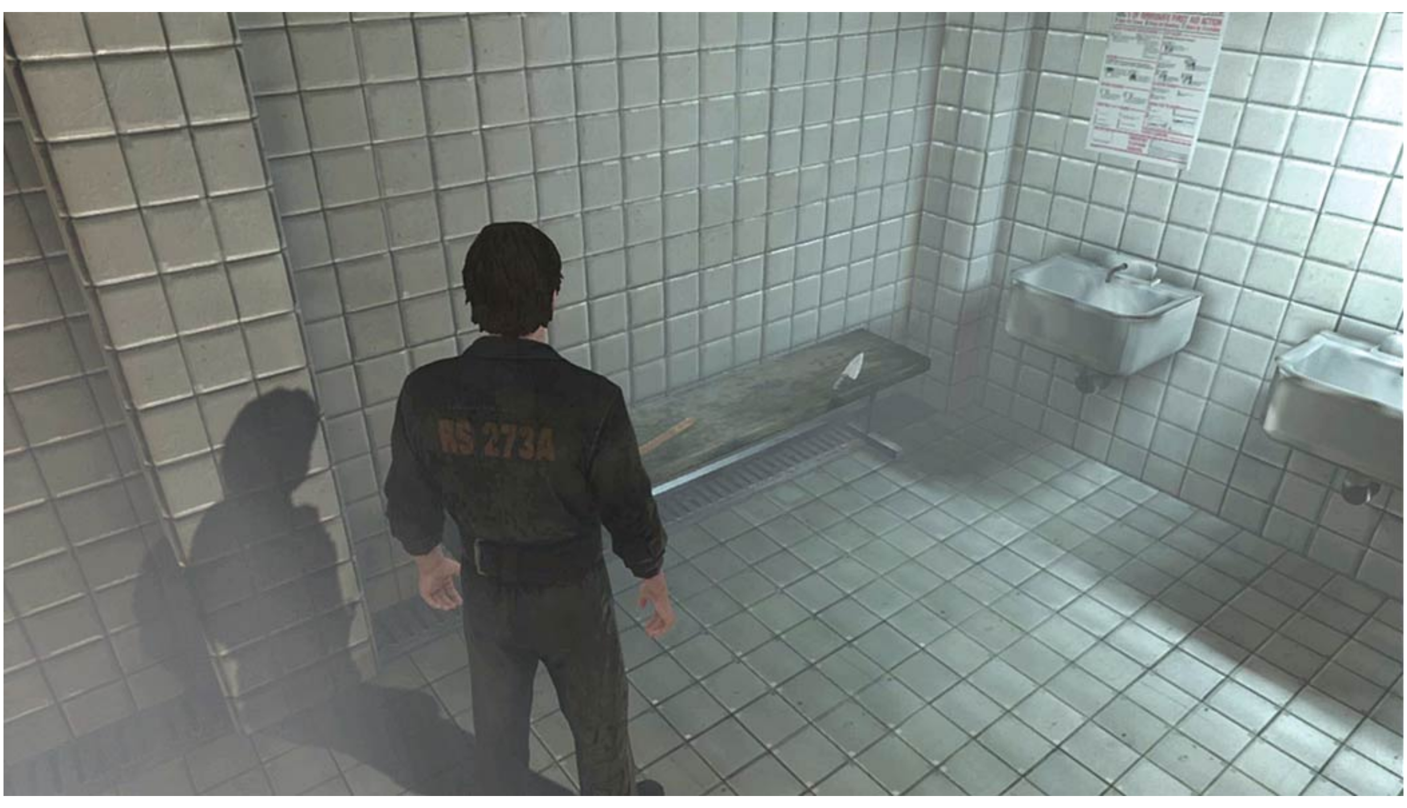
The opening introduces several of the game's basic mechanics. Simply follow the on-screen instructions to progress through the area.



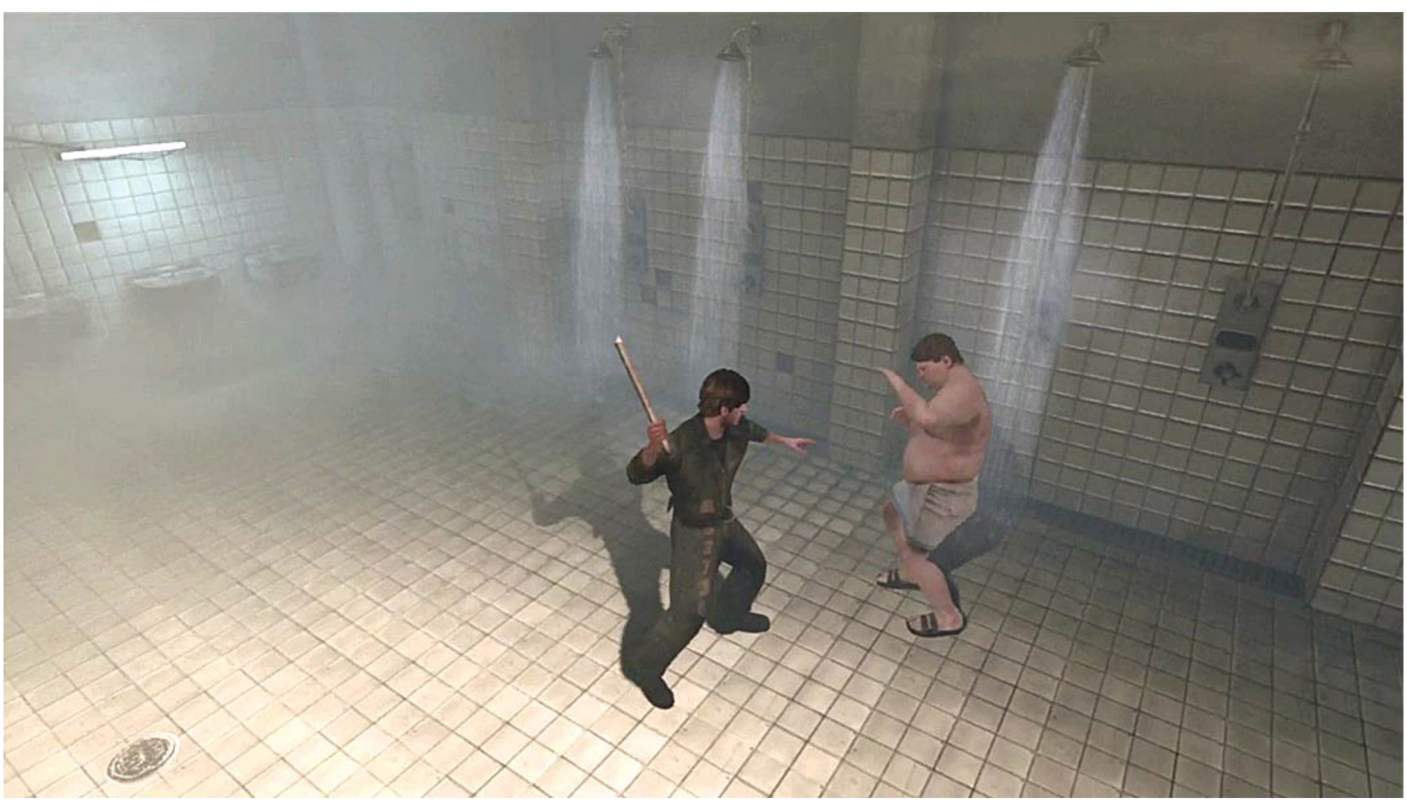
After the opening cinematic, follow the guard down the hall and around the corner.



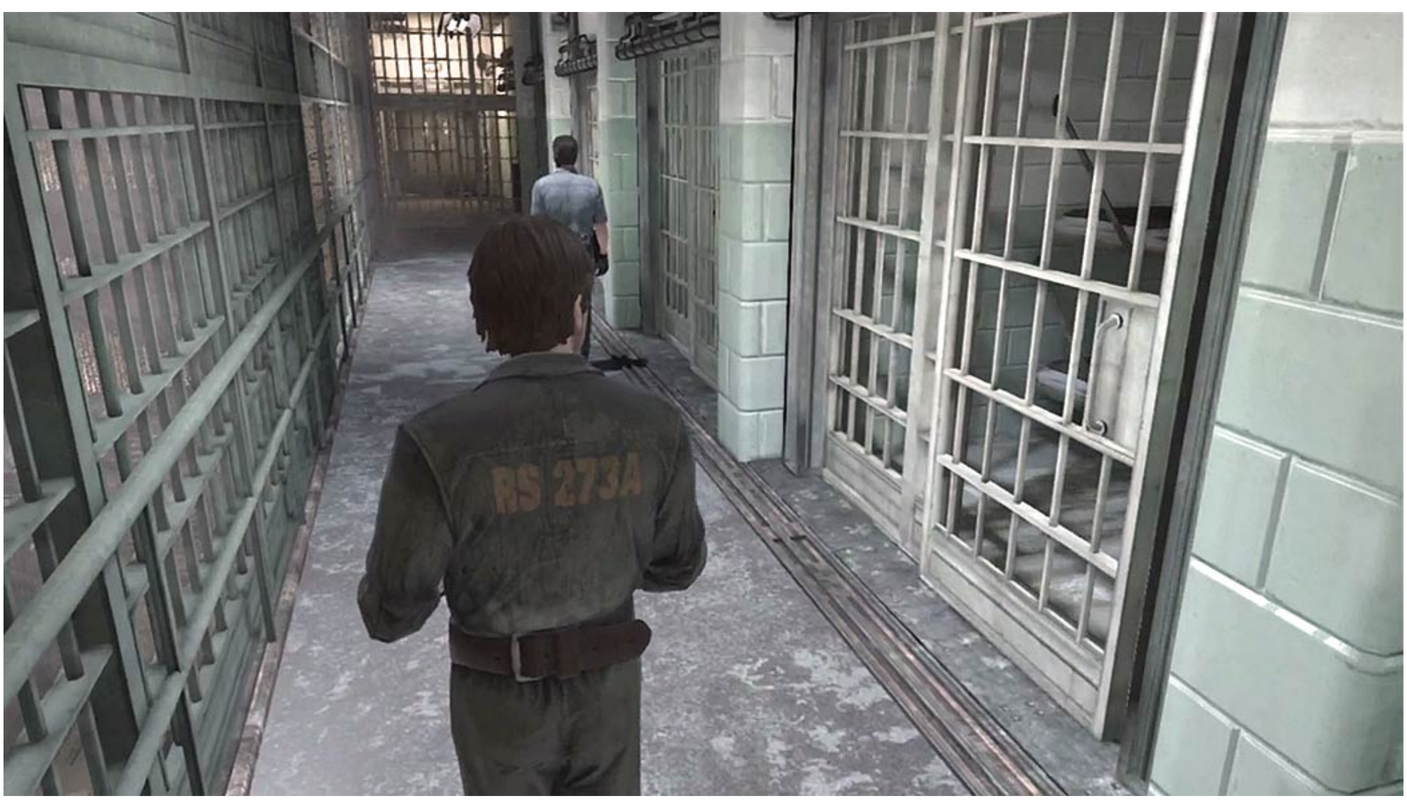
When prompted, head through the nearby double doors. Turn on at least three of the room's eight showers to trigger the next objective.



Approach the sinks along the back wall, then grab either of the weapons from the nearby bench.



After the cutscene, attack the sequestered prisoner. Follow the on-screen instructions and continue your attacks to complete the encounter.



When you regain control of Murphy, follow Officer Sewell through the prison block.

Note

Sewell stops at checkpoints along the route. When he does, continue past him to transition to the next area.

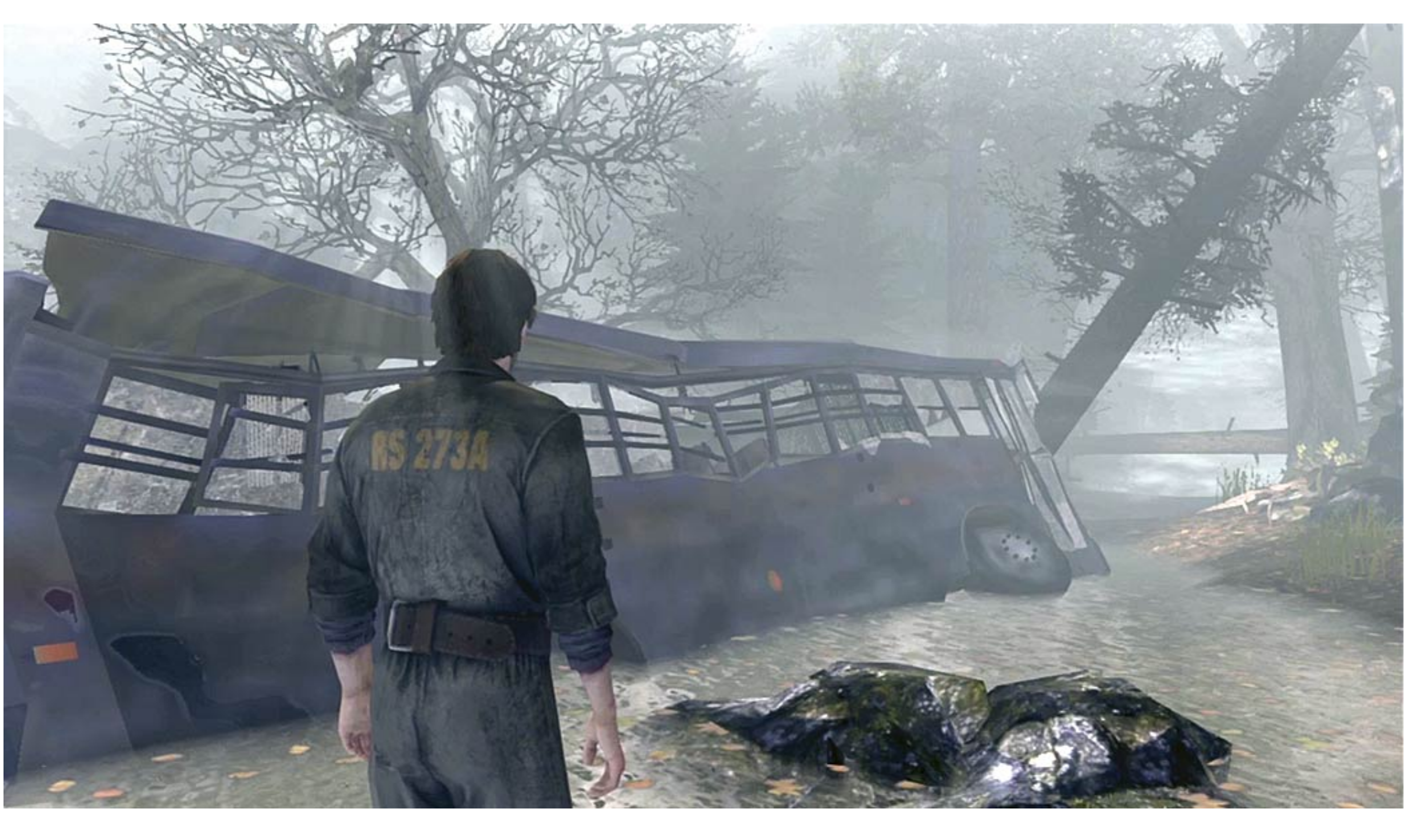
Campaign

Outskirts

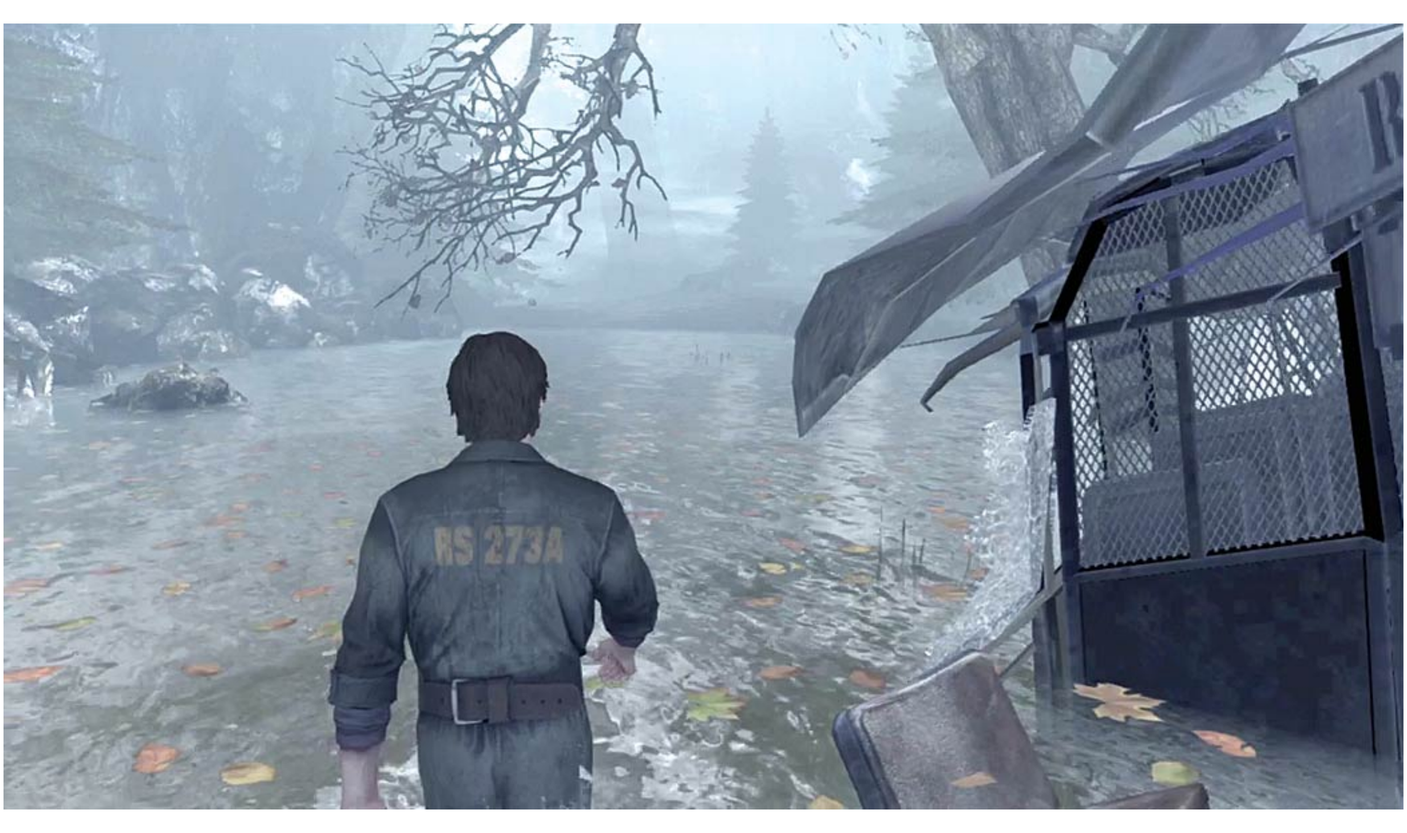
NOTE

After leaving the prison, you gain access to Murphy's Journal. Use the Journal to review button commands, objectives, potential clues, and maps as they become available.

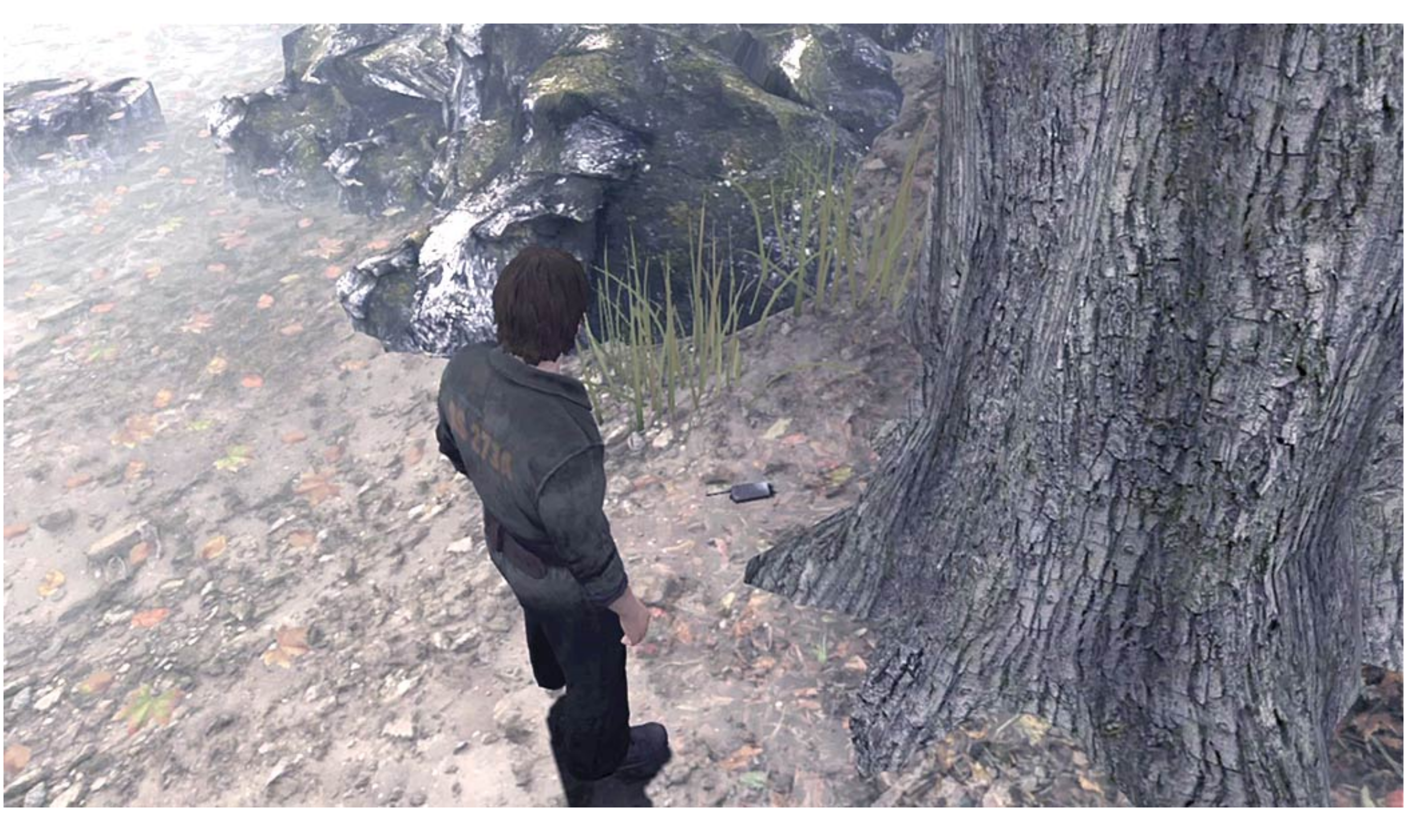
The Crash Site



After the cutscene, you find yourself near the wrecked prison bus. The path back to the highway is near the front end of the bus, but it's worth exploring the surrounding area before you move on.



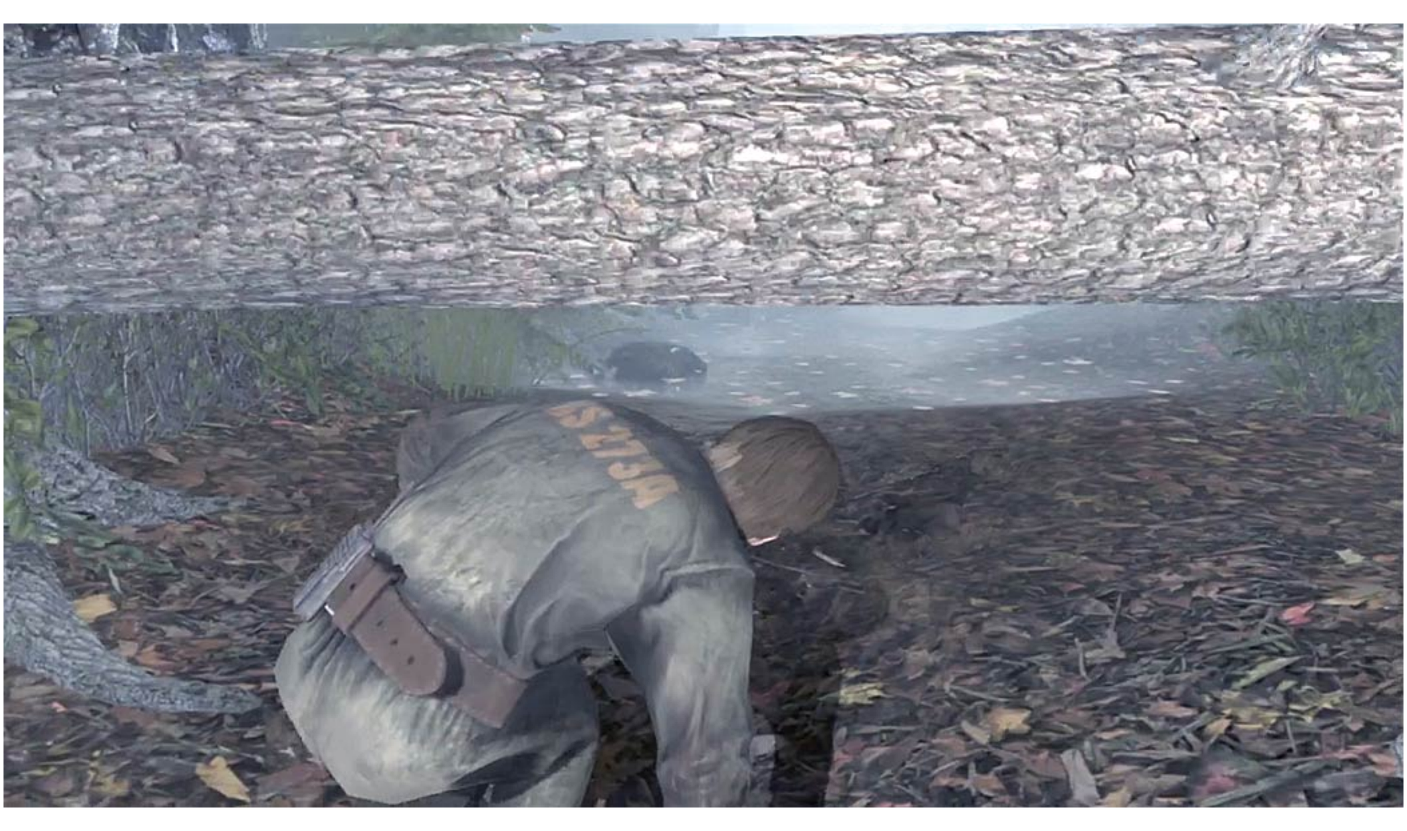
Start at the rear of the bus and wade into the water. As you pass the wreckage, head for the narrow strip of land at the water's far edge.



As you exit the water, veer toward the large tree to the right. Search the area around the base of the tree to find a Walkie-talkie. The next body of water can't be crossed, so turn around and head back to the wrecked bus.

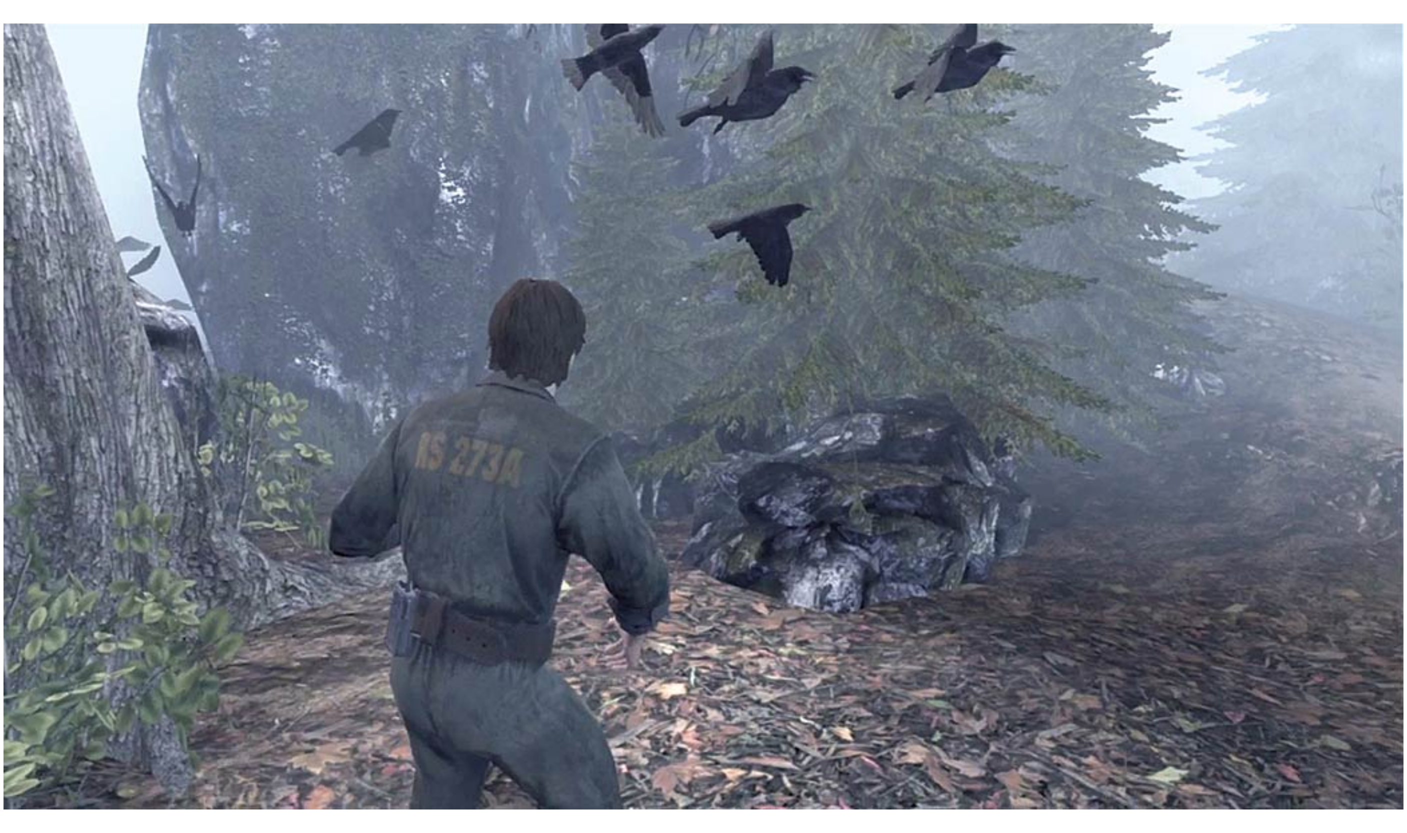
TIP

Your Inventory can provide useful information about collected items.

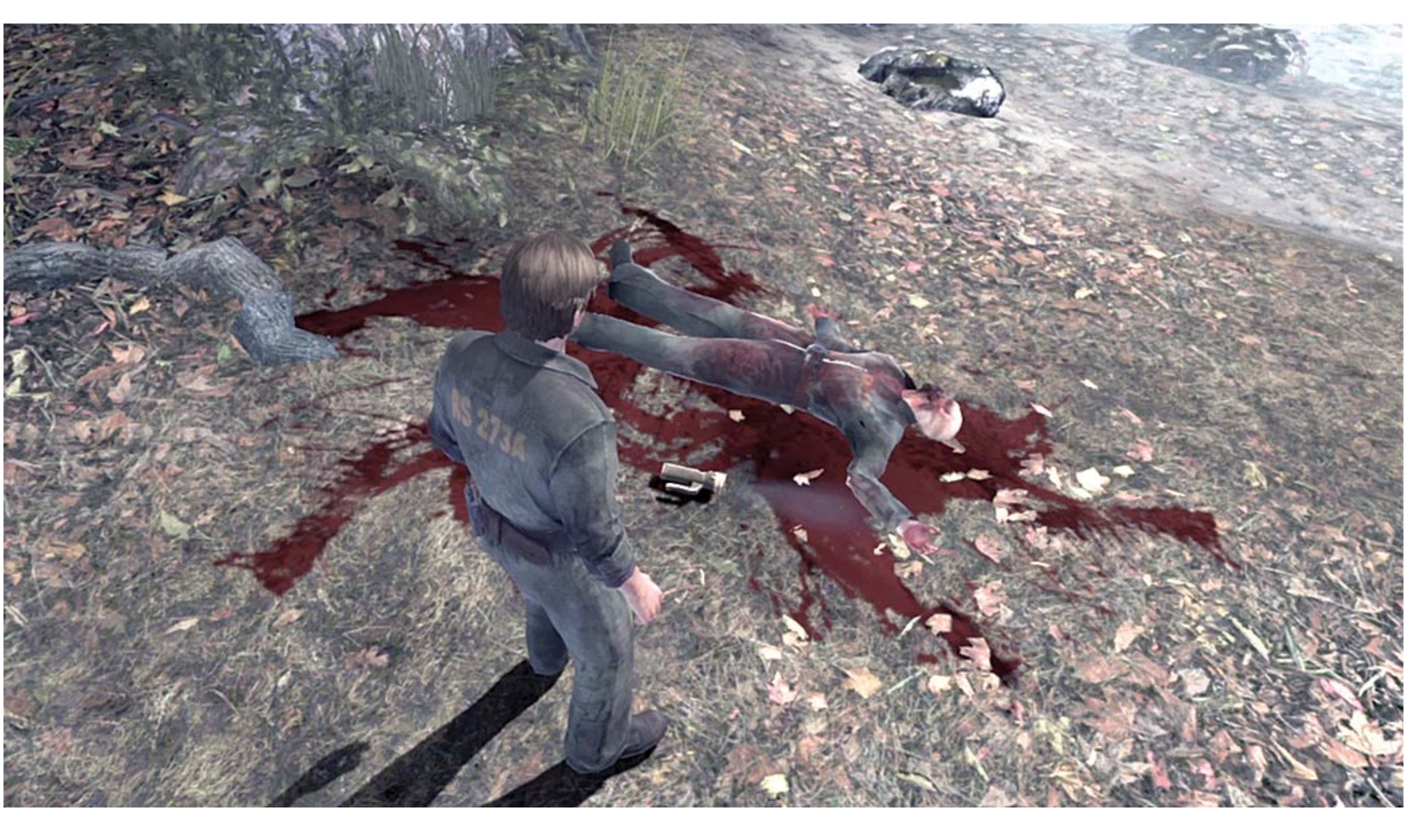


When you're done exploring the crash site, move to the front end of the bus. The headlights illuminate the path to the next area; slip under the fallen tree to head deeper into the woods.

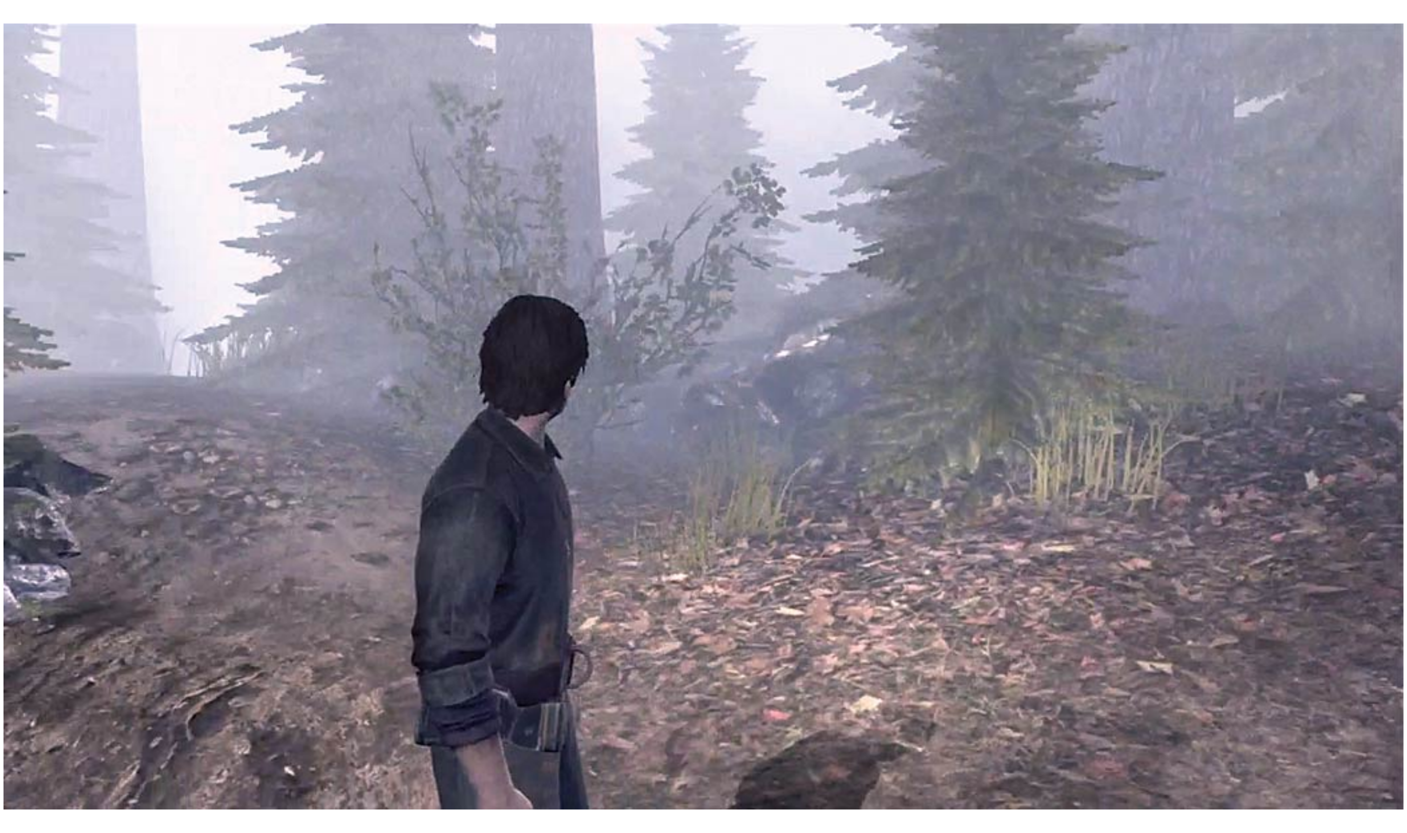
Back to the Highway



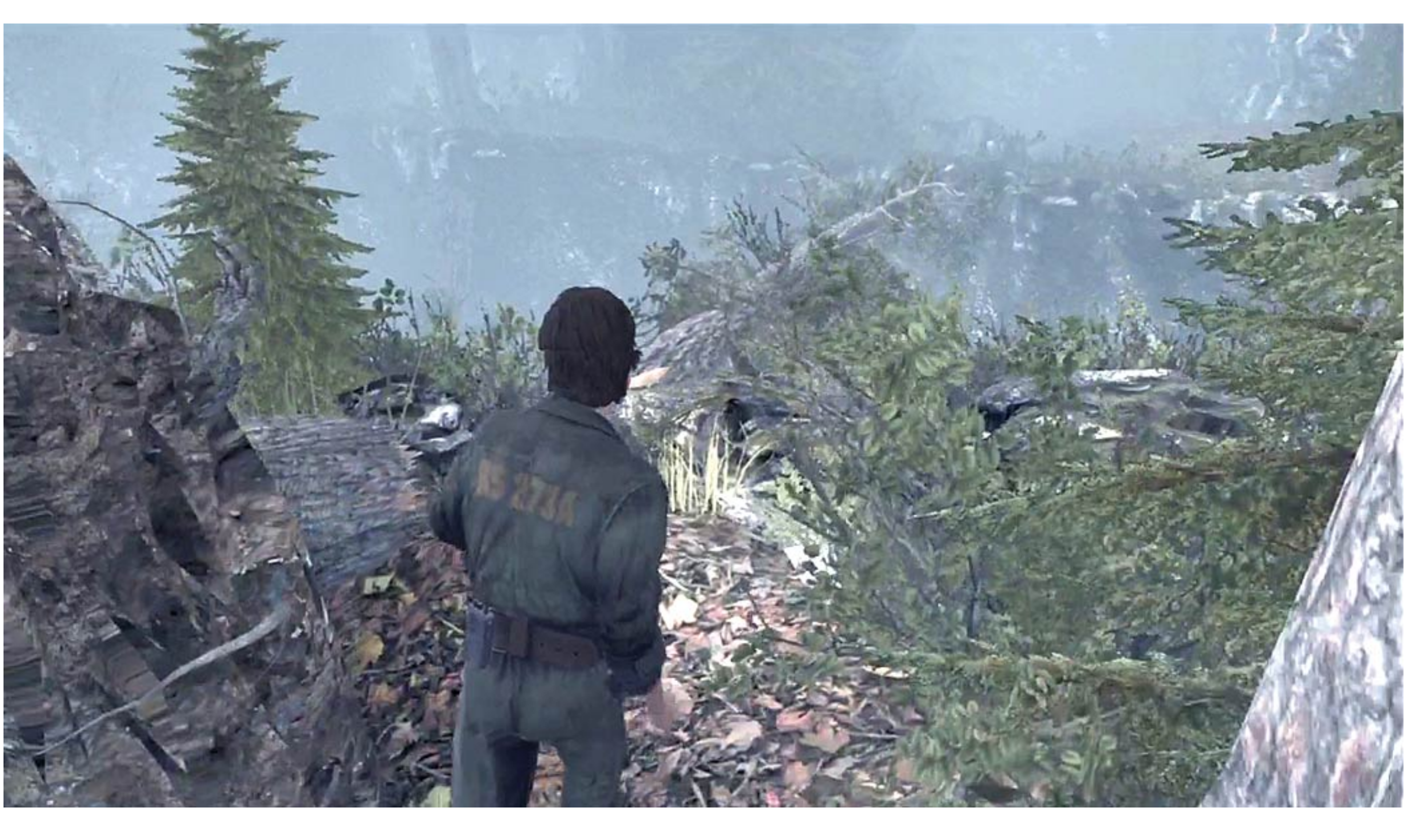
Follow the path until some startled crows fly past you. Once they're clear, squeeze through the narrow gap in the rocks to the left.



Approach the dead prisoner and collect the nearby Flashlight. When you're done examining the gruesome scene, head back through the gap and continue along the main path.



When the path splits around a cluster of trees, you can safely choose either direction. Head to the left if you wish to further explore the area, or veer to the right for a more direct route up to the highway.



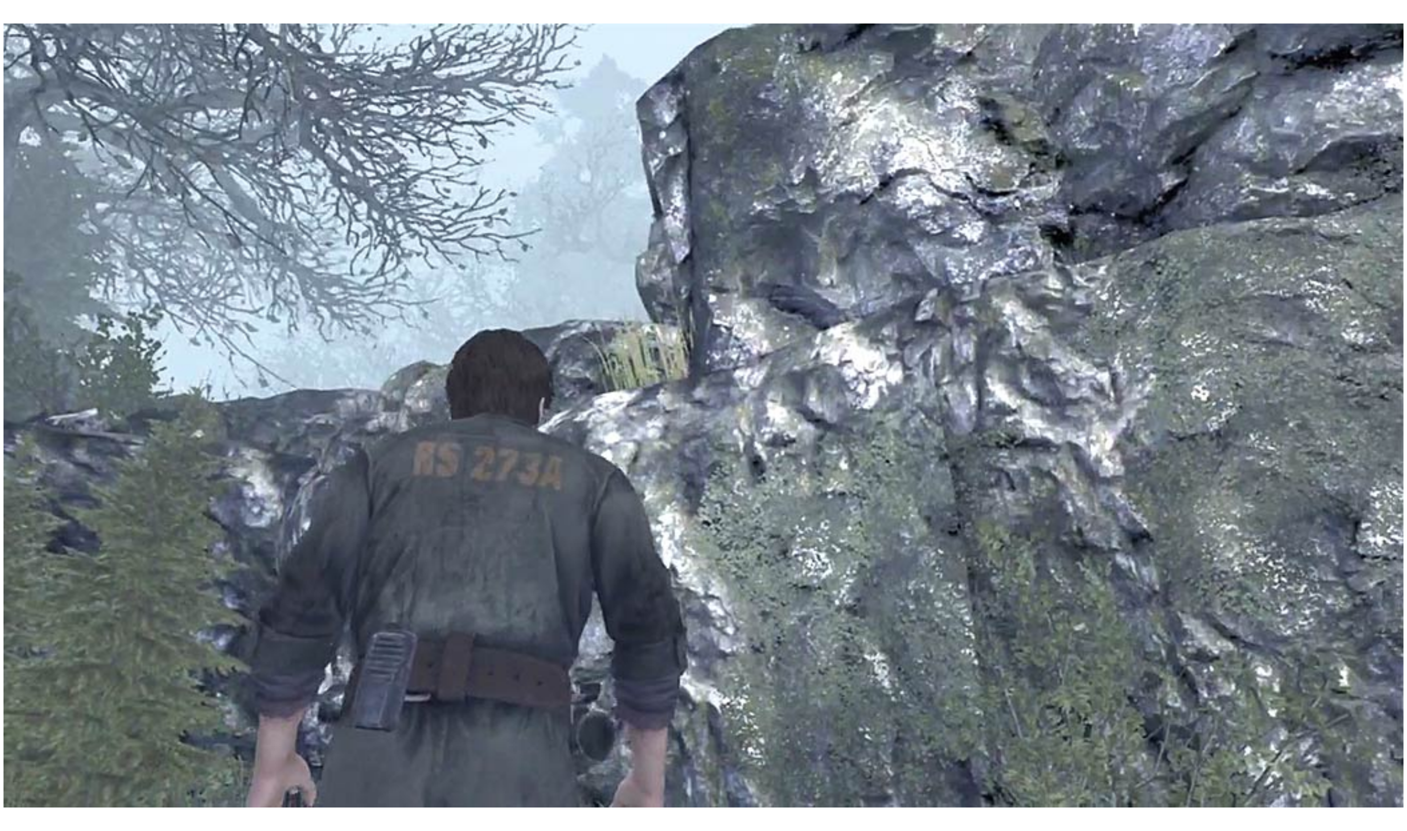
When you're done exploring the woods, use the uprooted tree to cross the gorge.

Caution

Once you cross the gorge, there's no going back. Make sure you're ready to continue before you step onto the tree.

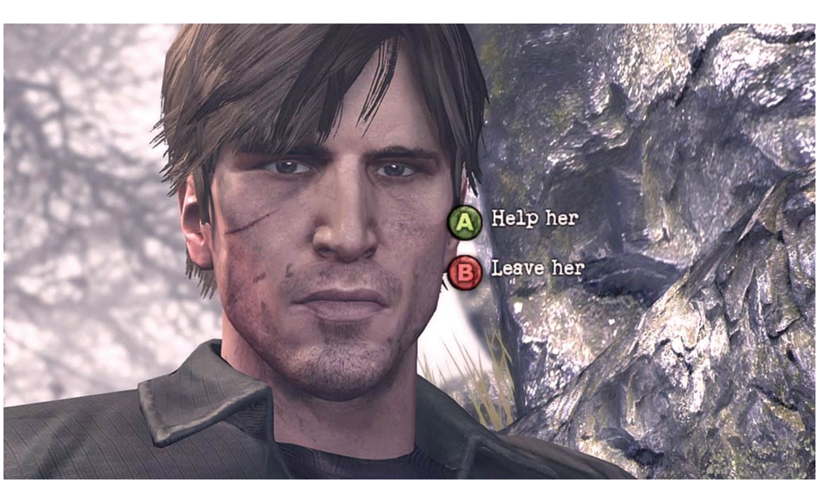
TIP

There's no need to rush through balance areas. If you're in danger of falling, take a moment to regain control.

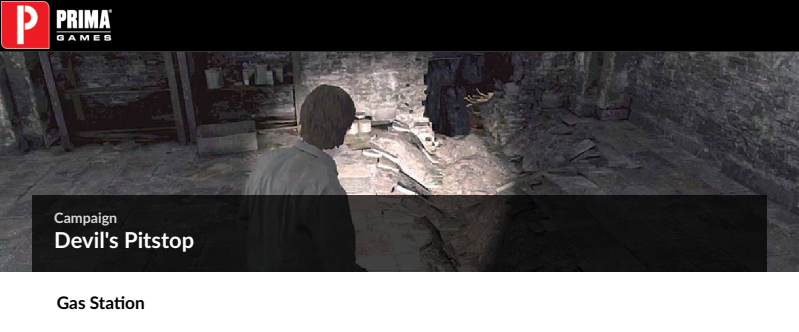


Once you're safely across the gorge, approach the rocks on the right to trigger a cutscene. When you regain control of Murphy, return to the rocks to automatically climb up to the highway.

Morality Choice: Outskirts



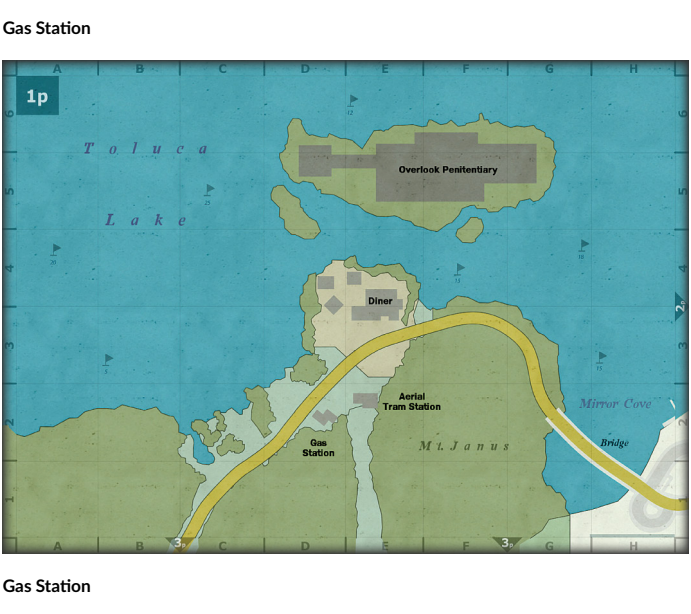
Toward the end of the cutscene, you must decide whether or not to help someone out of a dangerous situation. Your choice is likely to have a significant effect on the game's ending, so consider your options carefully.



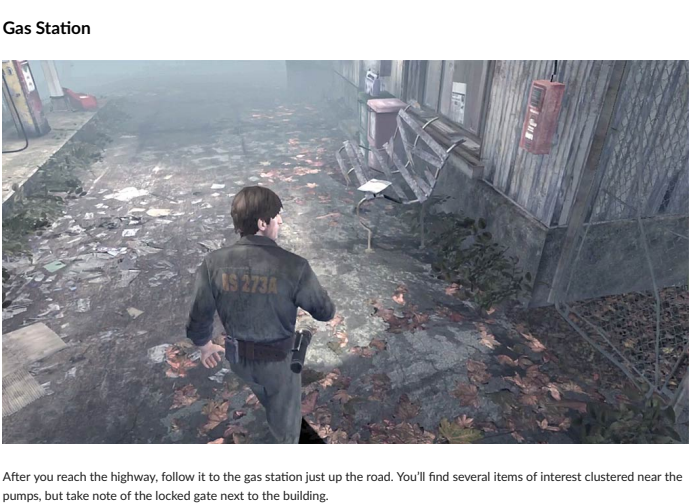
Campaign

Devil's Pitstop

Gas Station

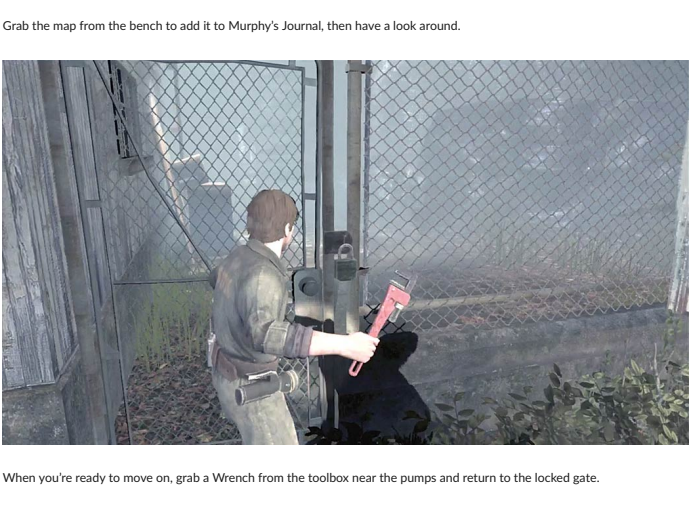


Gas Station



After you reach the highway, follow it to the gas station just up the road. You'll find several items of interest clustered near the pumps, but take note of the locked gate next to the building.

Grab the map from the bench to add it to Murphy's Journal, then have a look around.

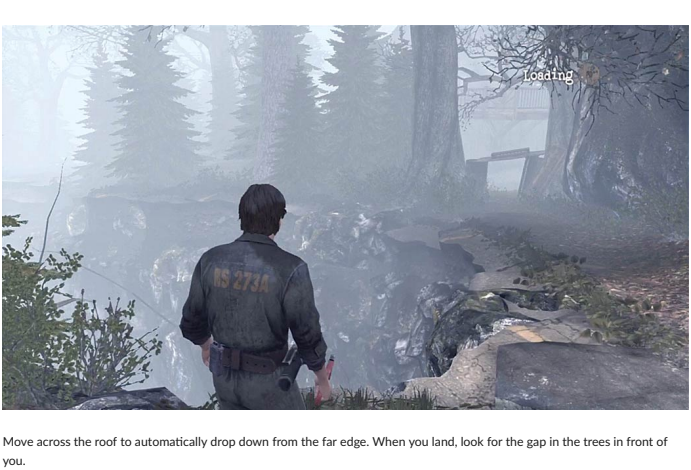


When you're ready to move on, grab a Wrench from the toolbox near the pumps and return to the locked gate.

With the Wrench equipped, attack the padlock until it snaps loose. Pass through the gate to trigger a brief tutorial, then use the ladder at the corner of the building to climb up to the roof.

TIP

The toolbox provides a new Wrench each time you activate it. If you need to replace a lost or damaged Wrench, return to the toolbox before you leave the area.

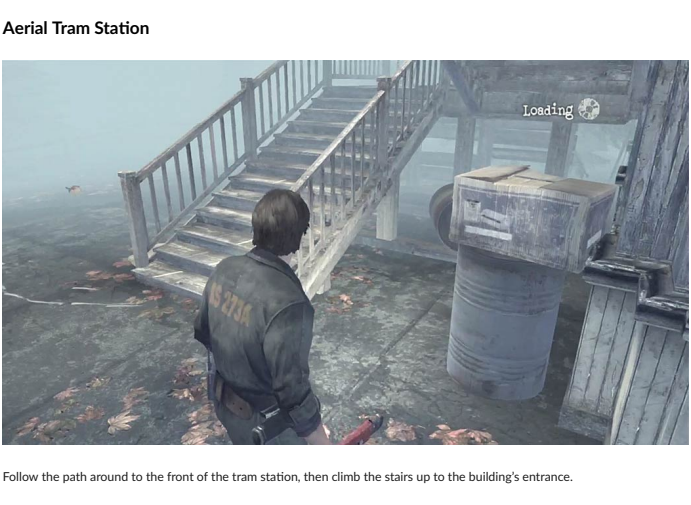


Move across the roof to automatically drop down from the far edge. When you land, look for the gap in the trees in front of you.

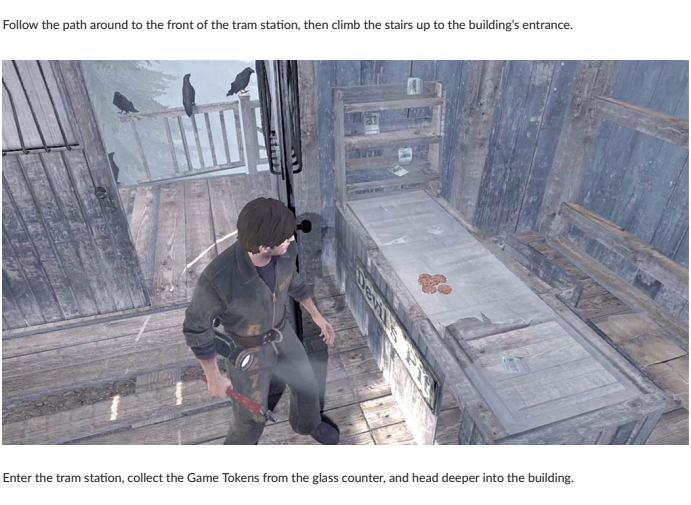
To your left, you'll find a crank mechanism near a closed shutter door. Use the crank to raise the door, then grab a fresh Wrench from the toolbox.

Head back behind the gas station and through the gap in the trees when you're ready to continue.

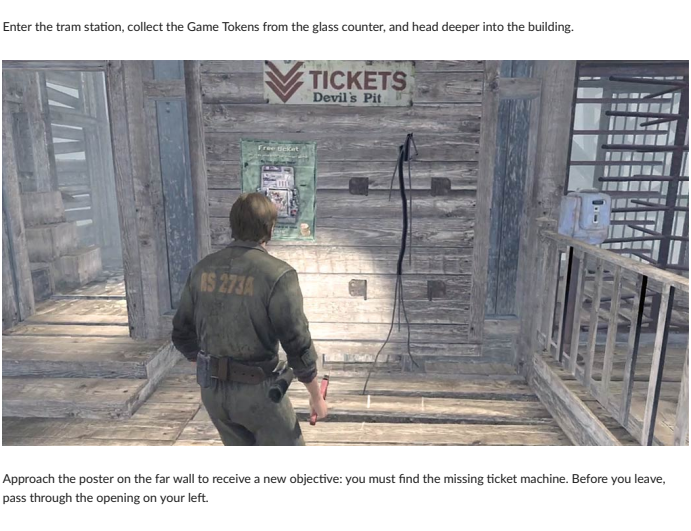
Aerial Tram Station



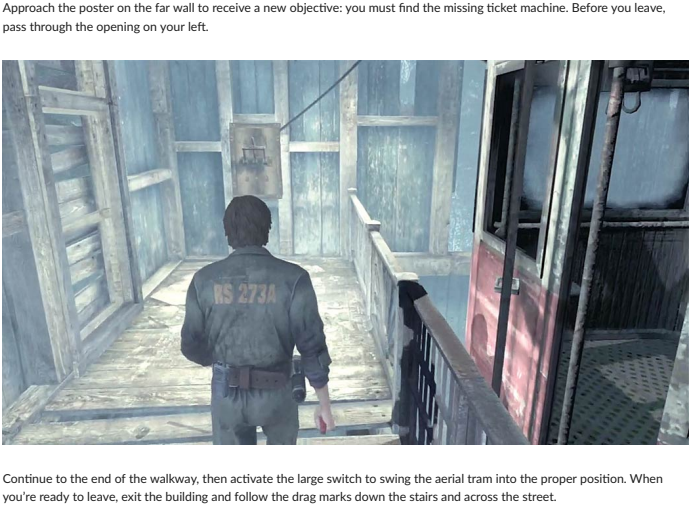
Follow the path around to the front of the tram station, then climb the stairs up to the building's entrance.



Enter the tram station, collect the Game Tokens from the glass counter, and head deeper into the building.

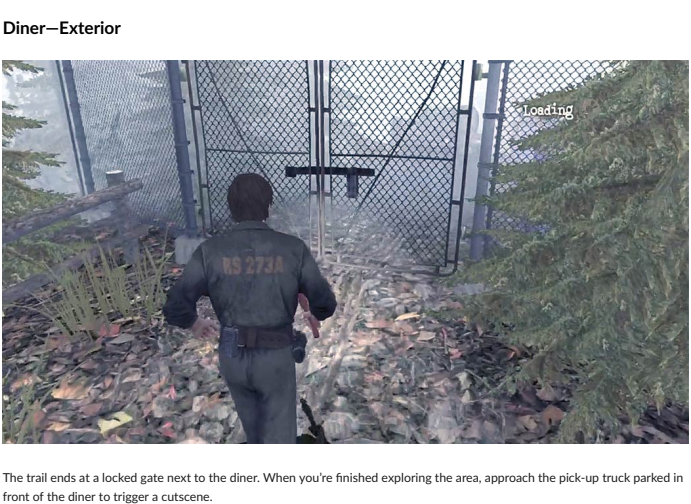


Approach the poster on the far wall to receive a new objective: you must find the missing ticket machine. Before you leave, pass through the opening on your left.

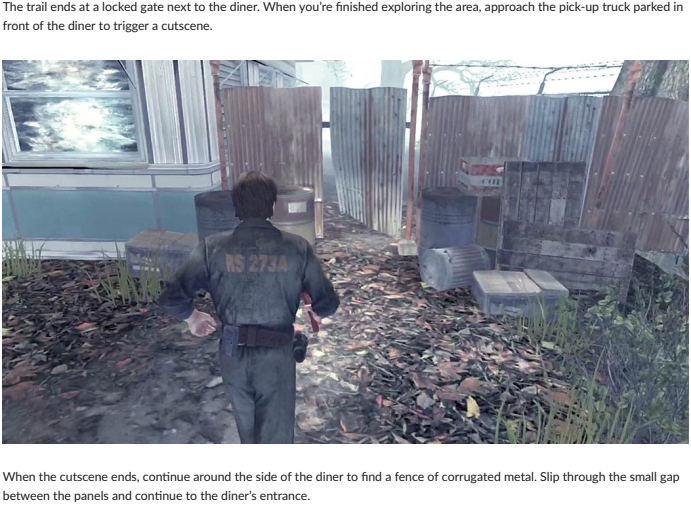


Continue to the end of the walkway, then activate the large switch to swing the aerial tram into the proper position. When you're ready to leave, exit the building and follow the drag marks down the stairs and across the street.

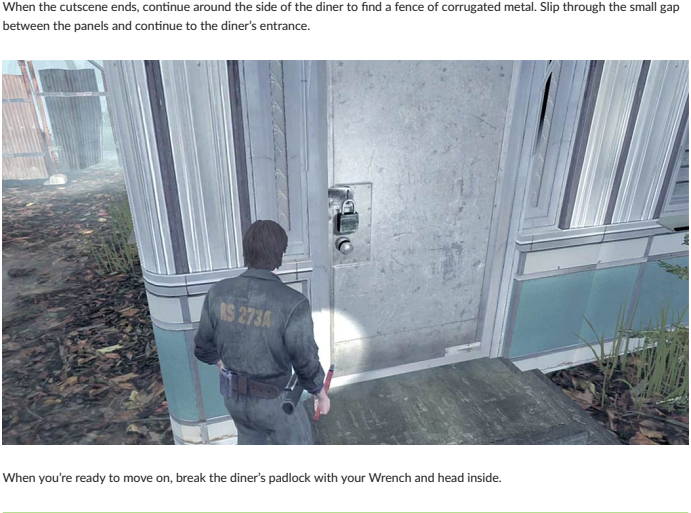
Diner—Exterior



The trail ends at a locked gate next to the diner. When you're finished exploring the area, approach the pick-up truck parked in front of the diner to trigger a cutscene.



When the cutscene ends, continue around the side of the diner to find a fence of corrugated metal. Slip through the small gap between the panels and continue to the diner's entrance.

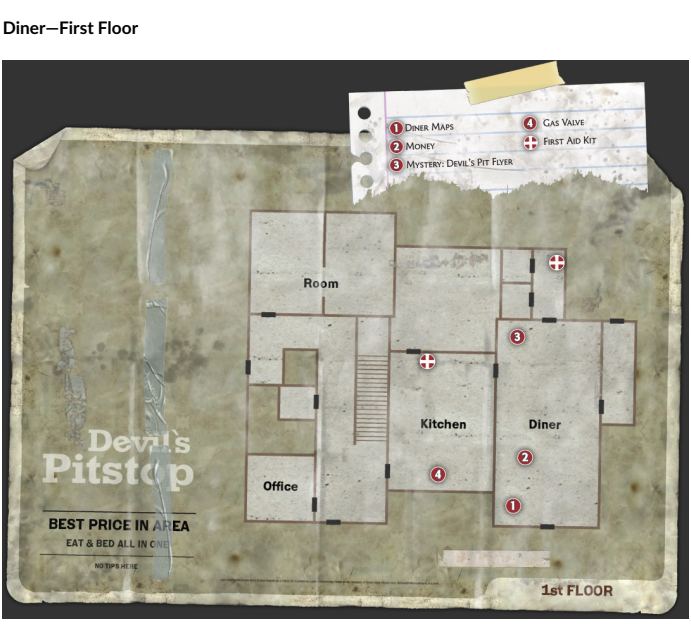


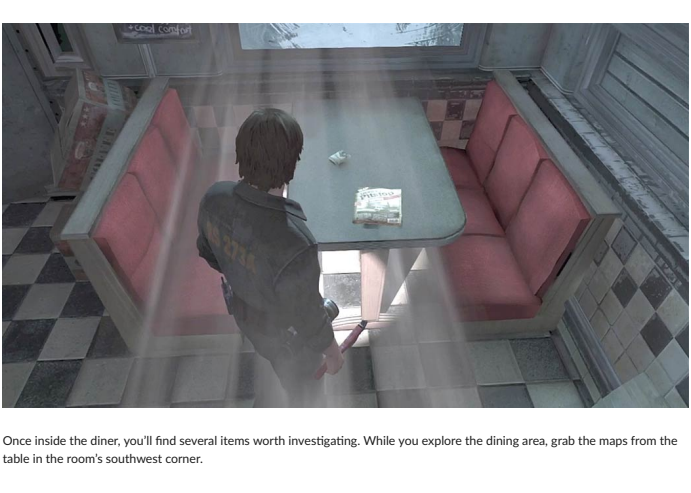
When you're ready to move on, break the diner's padlock with your Wrench and head inside.

TIP

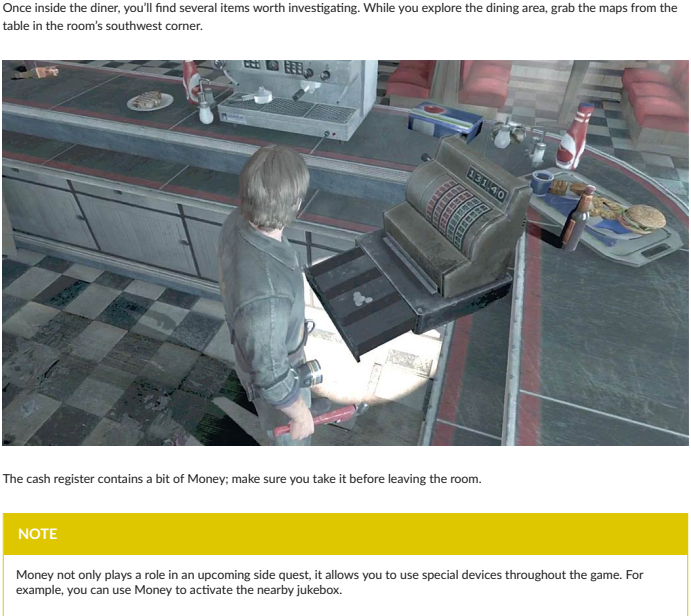
If you need a fresh Wrench, you'll find one in the small enclosure across from the diner entrance.

Diner—First Floor





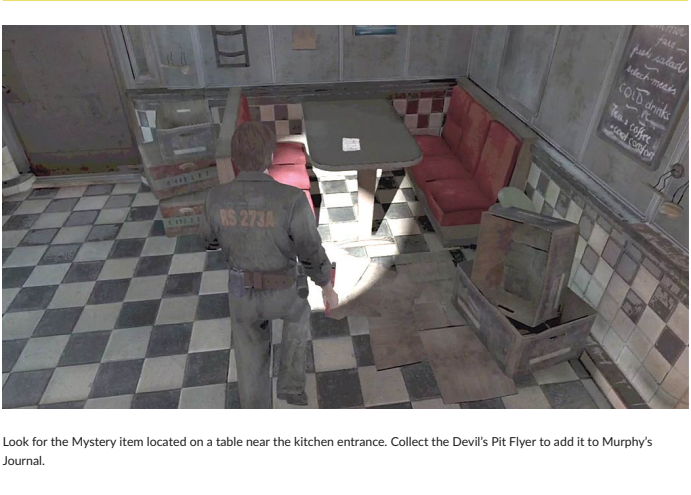
Once inside the diner, you'll find several items worth investigating. While you explore the dining area, grab the maps from the table in the room's southwest corner.



The cash register contains a bit of Money; make sure you take it before leaving the room.

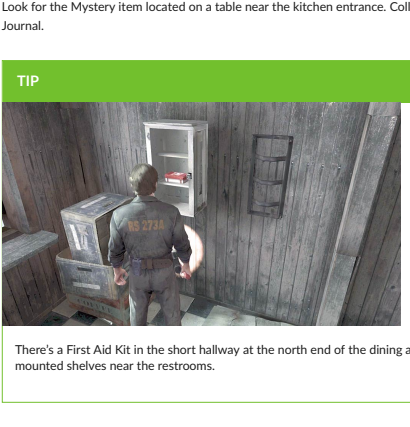
NOTE

Money not only plays a role in an upcoming side quest, it allows you to use special devices throughout the game. For example, you can use Money to activate the nearby jukebox.

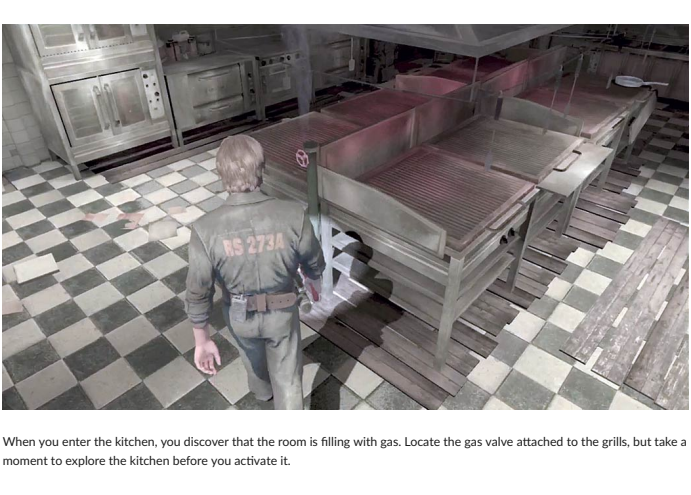


Look for the Mystery item located on a table near the kitchen entrance. Collect the Devil's Pit Flyer to add it to Murphy's Journal.

TIP

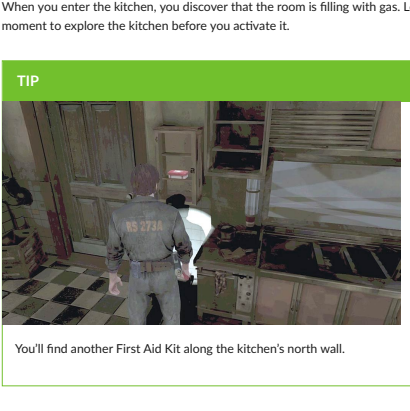


There's a First Aid Kit in the short hallway at the north end of the dining area. Before you head into the kitchen, check the mounted shelves near the restrooms.

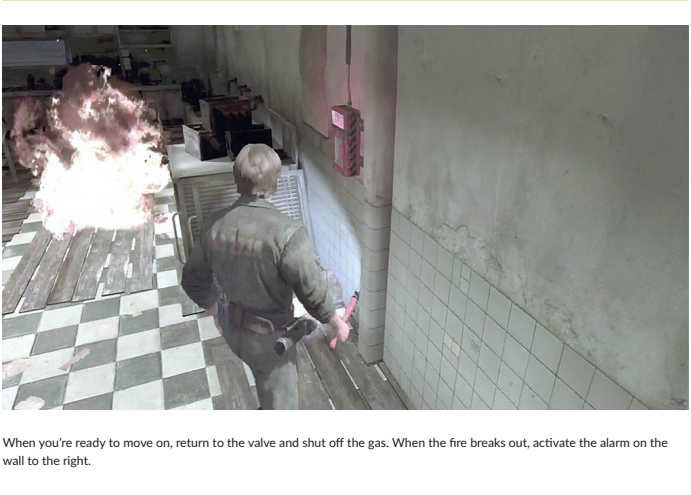


When you enter the kitchen, you discover that the room is filling with gas. Locate the gas valve attached to the grills, but take a moment to explore the kitchen before you activate it.

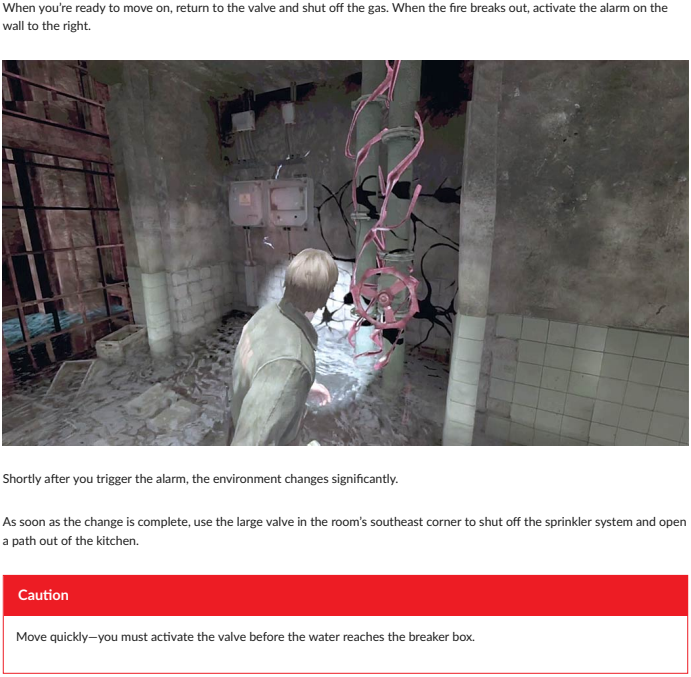
TIP



You'll find another First Aid Kit along the kitchen's north wall.



When you're ready to move on, return to the valve and shut off the gas. When the fire breaks out, activate the alarm on the wall to the right.



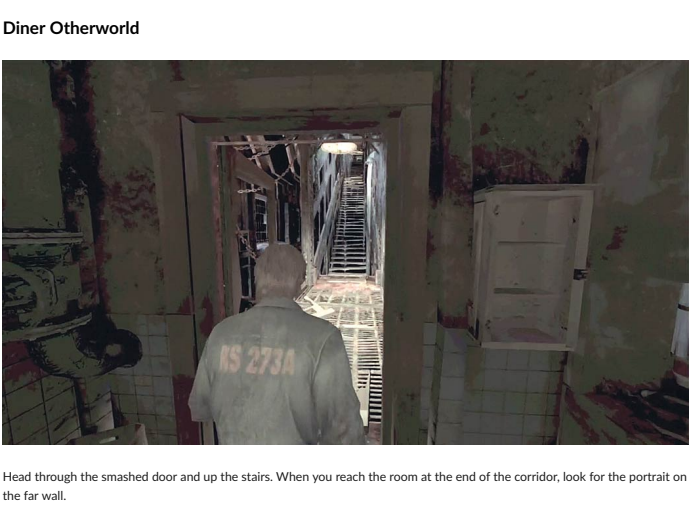
Shortly after you trigger the alarm, the environment changes significantly.

As soon as the change is complete, use the large valve in the room's southeast corner to shut off the sprinkler system and open a path out of the kitchen.

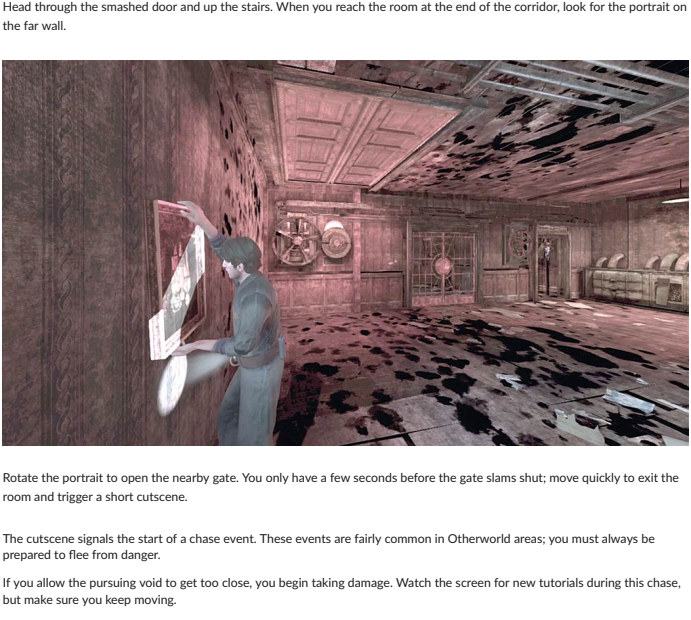
Caution

Move quickly—you must activate the valve before the water reaches the breaker box.

Diner Otherworld



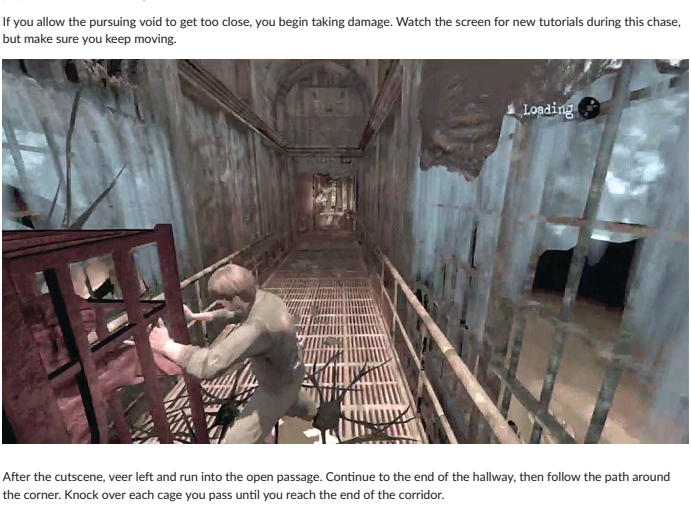
Head through the smashed door and up the stairs. When you reach the room at the end of the corridor, look for the portrait on the far wall.



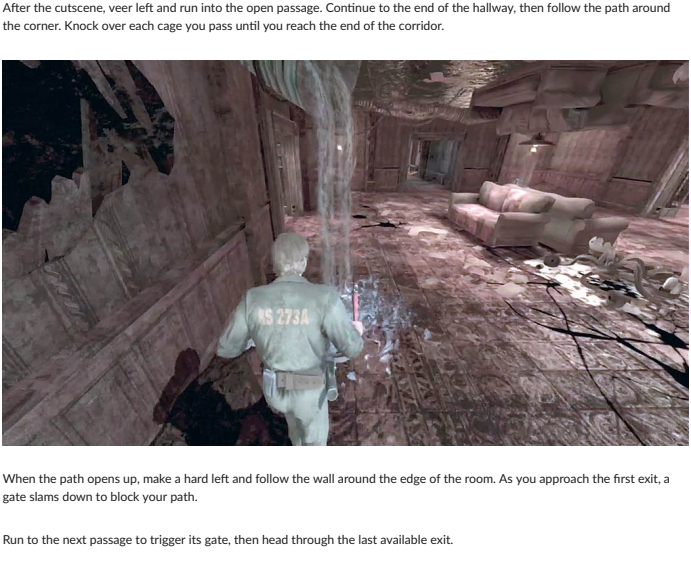
Rotate the portrait to open the nearby gate. You only have a few seconds before the gate slams shut; move quickly to exit the room and trigger a short cutscene.

The cutscene signals the start of a chase event. These events are fairly common in Otherworld areas; you must always be prepared to flee from danger.

If you allow the pursuing void to get too close, you begin taking damage. Watch the screen for new tutorials during this chase, but make sure you keep moving.

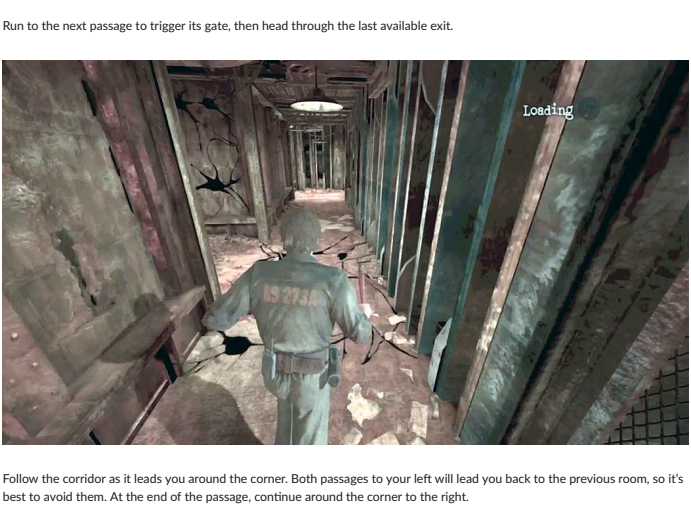


After the cutscene, veer left and run into the open passage. Continue to the end of the hallway, then follow the path around the corner. Knock over each cage you pass until you reach the end of the corridor.

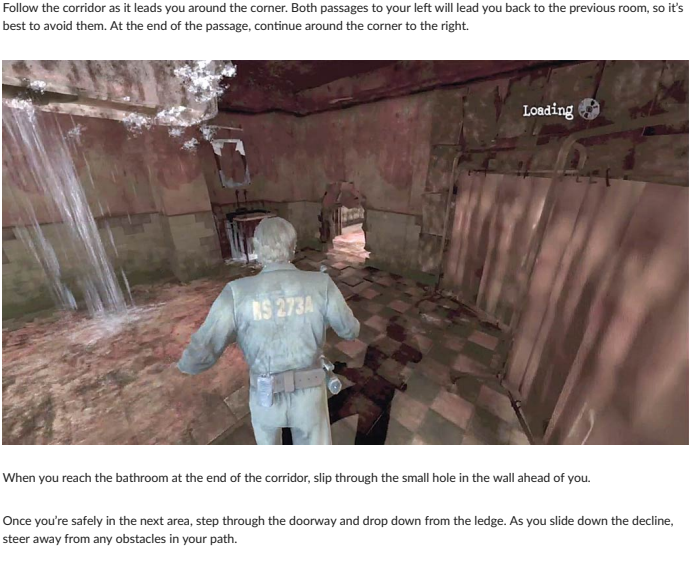


When the path opens up, make a hard left and follow the wall around the edge of the room. As you approach the first exit, a gate slams down to block your path.

Run to the next passage to trigger its gate, then head through the last available exit.

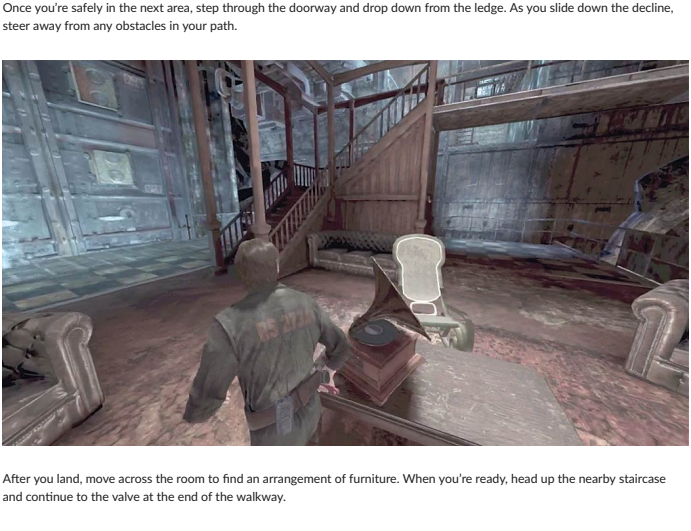


Follow the corridor as it leads you around the corner. Both passages to your left will lead you back to the previous room, so it's best to avoid them. At the end of the passage, continue around the corner to the right.

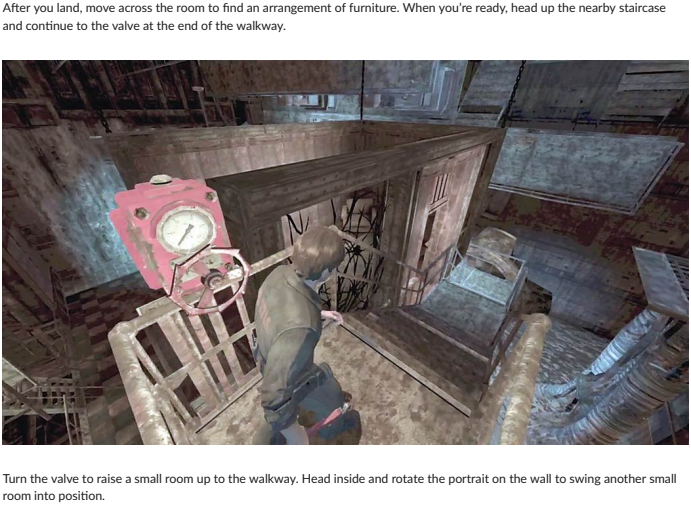


When you reach the bathroom at the end of the corridor, slip through the small hole in the wall ahead of you.

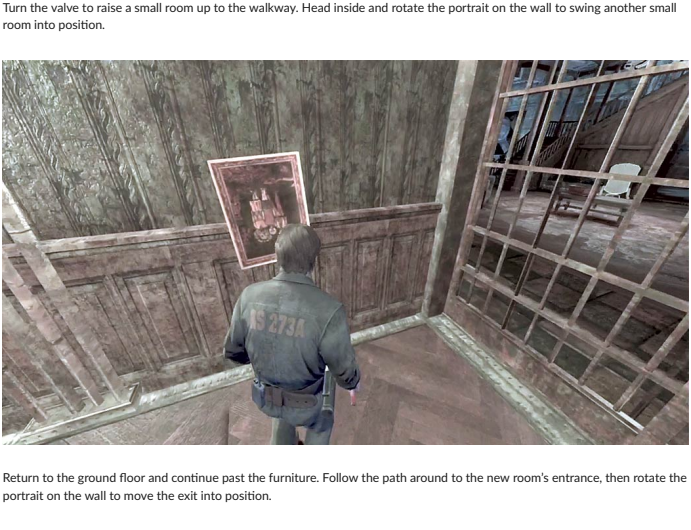
Once you're safely in the next area, step through the doorway and drop down from the ledge. As you slide down the decline, steer away from any obstacles in your path.



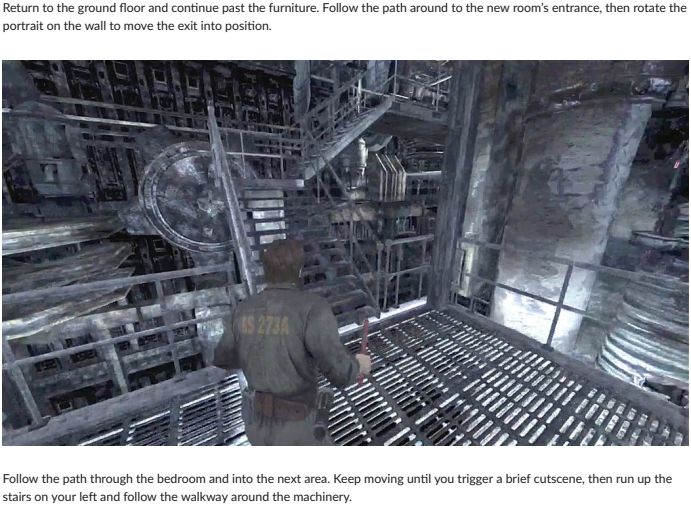
After you land, move across the room to find an arrangement of furniture. When you're ready, head up the nearby staircase and continue to the valve at the end of the walkway.



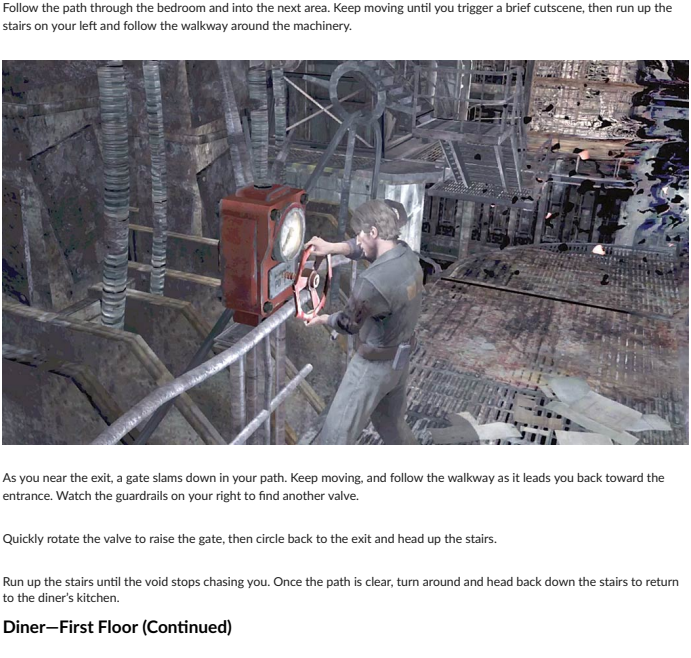
Turn the valve to raise a small room up to the walkway. Head inside and rotate the portrait on the wall to swing another small room into position.



Return to the ground floor and continue past the furniture. Follow the path around to the new room's entrance, then rotate the portrait on the wall to move the exit into position.



Follow the path through the bedroom and into the next area. Keep moving until you trigger a brief cutscene, then run up the stairs on your left and follow the walkway around the machinery.

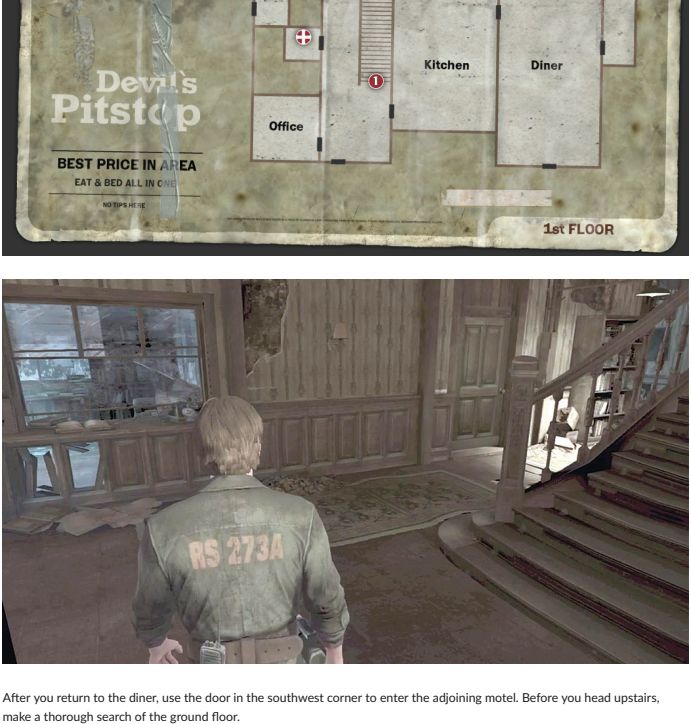


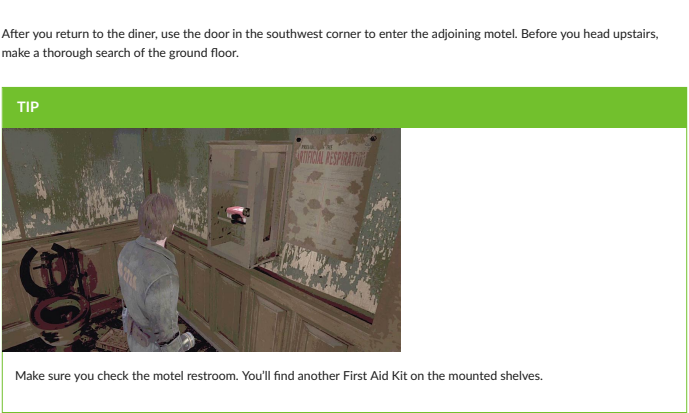
As you near the exit, a gate slams down in your path. Keep moving, and follow the walkway as it leads you back toward the entrance. Watch the guardrails on your right to find another valve.

Quickly rotate the valve to raise the gate, then circle back to the exit and head up the stairs.

Run up the stairs until the void stops chasing you. Once the path is clear, turn around and head back down the stairs to return to the diner's kitchen.

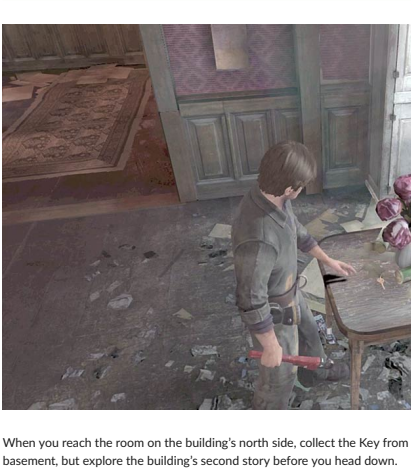
Diner—First Floor (Continued)



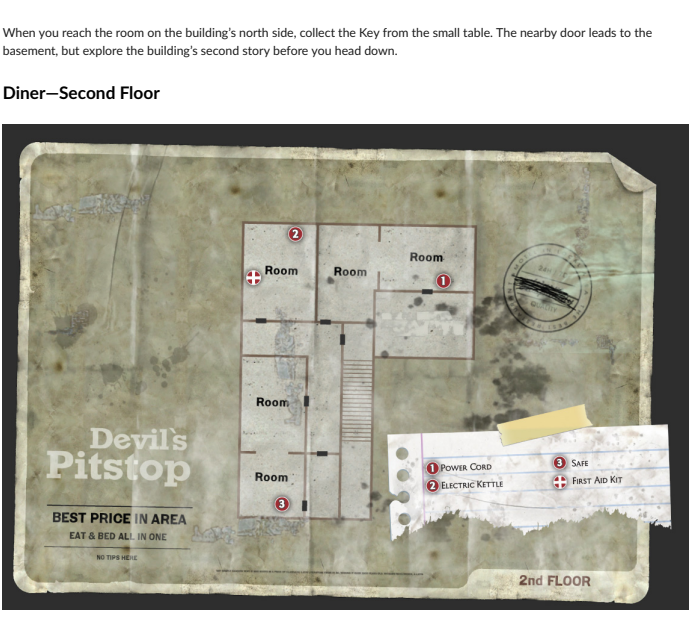


After you return to the diner, use the door in the southwest corner to enter the adjoining motel. Before you head upstairs, make a thorough search of the ground floor.

TIP

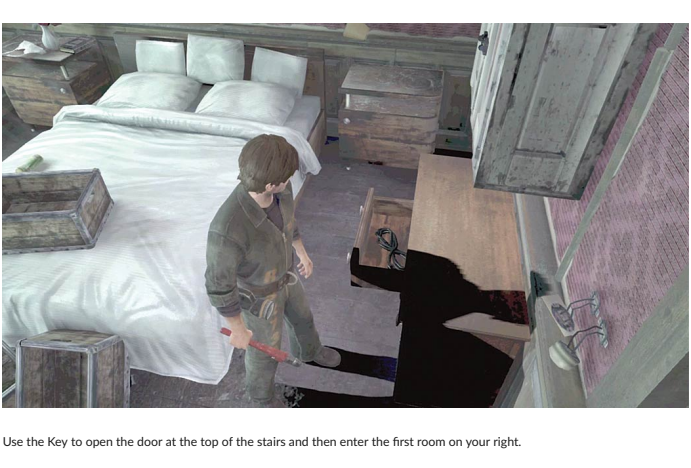


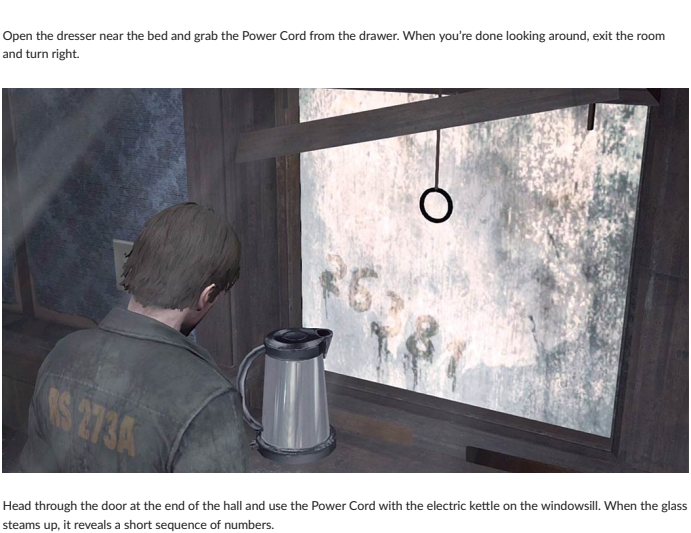
Make sure you check the motel restroom. You'll find another First Aid Kit on the mounted shelves.



When you reach the room on the building's north side, collect the Key from the small table. The nearby door leads to the basement, but explore the building's second story before you head down.

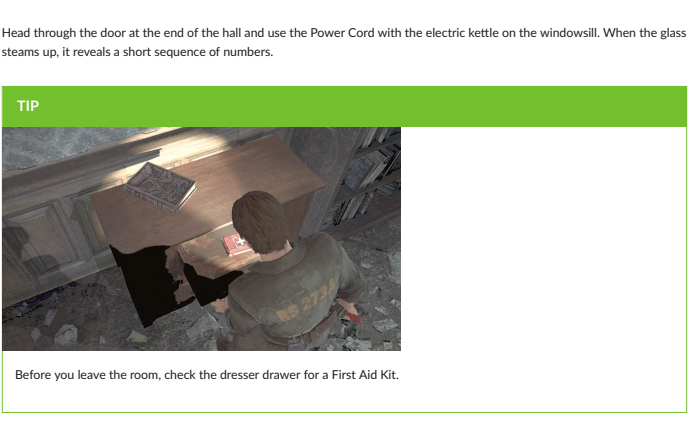
Diner—Second Floor





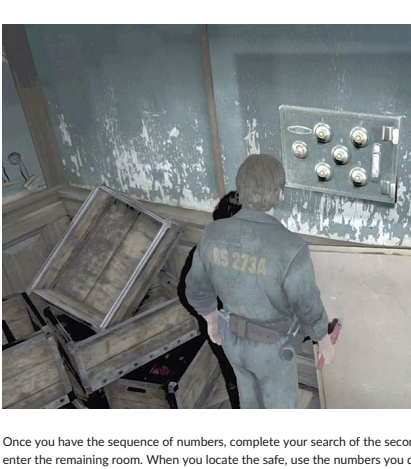
Use the Key to open the door at the top of the stairs and then enter the first room on your right.

Open the dresser near the bed and grab the Power Cord from the drawer. When you're done looking around, exit the room and turn right.

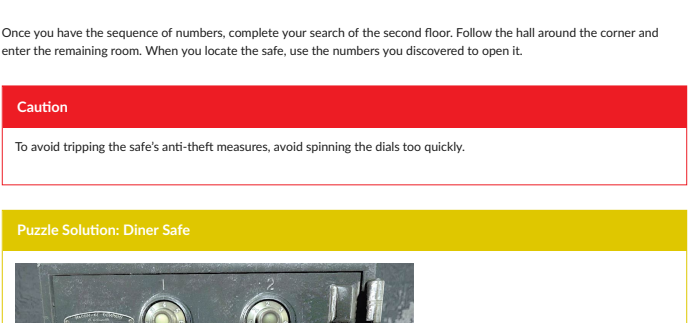


Head through the door at the end of the hall and use the Power Cord with the electric kettle on the windowsill. When the glass steams up, it reveals a short sequence of numbers.

TIP



Before you leave the room, check the dresser drawer for a First Aid Kit.

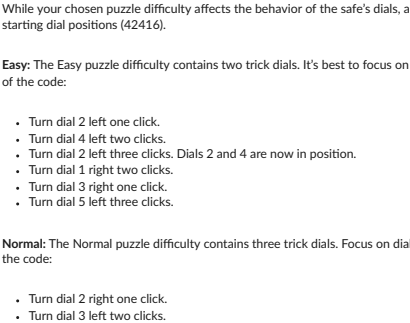


Once you have the sequence of numbers, complete your search of the second floor. Follow the hall around the corner and enter the remaining room. When you locate the safe, use the numbers you discovered to open it.

Caution

To avoid tripping the safe's anti-theft measures, avoid spinning the dials too quickly.

Puzzle Solution: Diner Safe



Each of the five dials is labeled with a number; Dial 1 must be positioned to reflect the first digit of the code, dial 2 the second, and so on. Not all dials behave as they should, however. Trick dials can skip digits or affect additional dials when spun.

While your chosen puzzle difficulty affects the behavior of the safe's dials, all difficulties share the same code (26381) and starting dial positions (42416).

Easy: The Easy puzzle difficulty contains two trick dials. It's best to focus on dial 2 and dial 4 before you address the rest of the code:

- Turn dial 2 left one click.
- Turn dial 4 left two clicks.
- Turn dial 2 left three clicks. Dials 2 and 4 are now in position.
- Turn dial 1 right two clicks.
- Turn dial 3 right one click.
- Turn dial 5 left three clicks.

Normal: The Normal puzzle difficulty contains three trick dials. Focus on dials 2, 3, and 4 before you address the rest of the code:

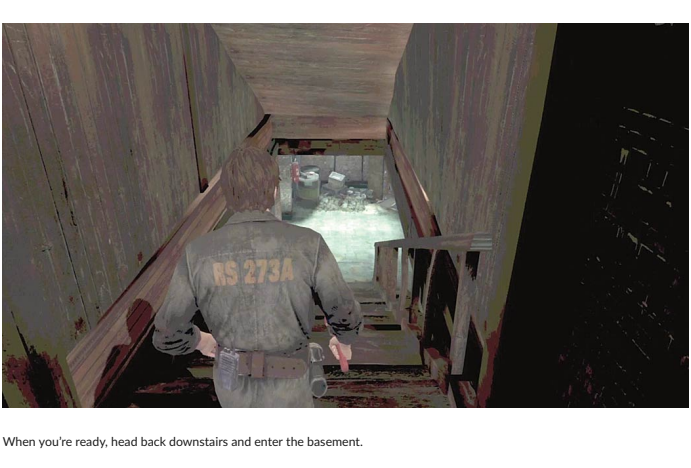
- Turn dial 2 right one click.
- Turn dial 3 left two clicks.
- Turn dial 4 left two clicks.
- Turn dial 2 right three clicks. All trick dials are now in position.
- Turn dial 1 right two clicks.
- Turn dial 5 left three clicks.

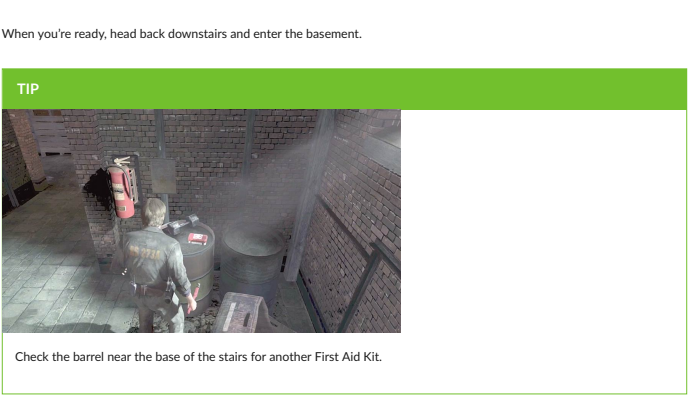
Hard: The Hard puzzle difficulty contains four trick dials. It's best to deal with dial 1 only after the others are in position:

- Turn dial 2 right two clicks.
- Turn dial 3 left three clicks.
- Turn dial 2 right two clicks. Dials 2 and 3 are now in position.
- Turn dial 4 right one click.
- Turn dial 5 right five clicks. Dials 4 and 5 are now in position.
- Turn dial 1 left three clicks.

When all five dials are in position, the safe swings open to reveal a loaded Colt.

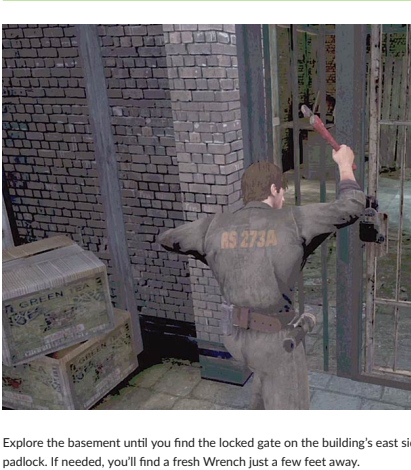
Diner—Basement



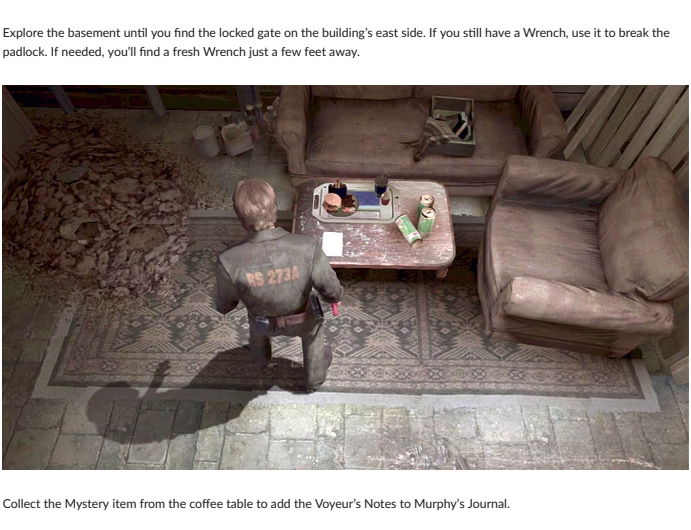


When you're ready, head back downstairs and enter the basement.

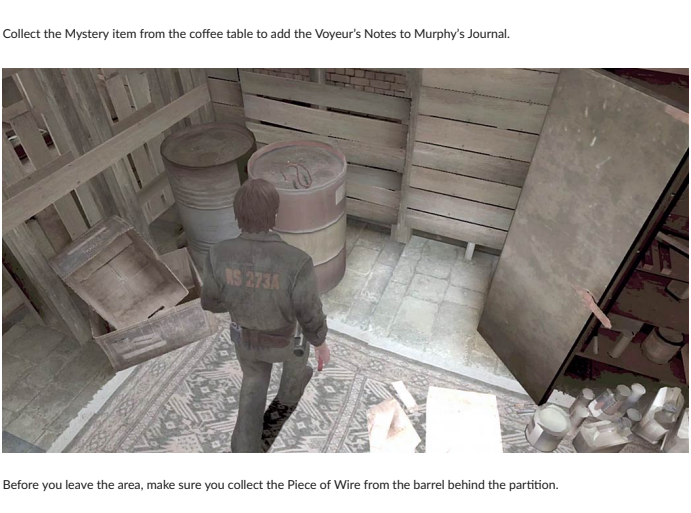
TIP



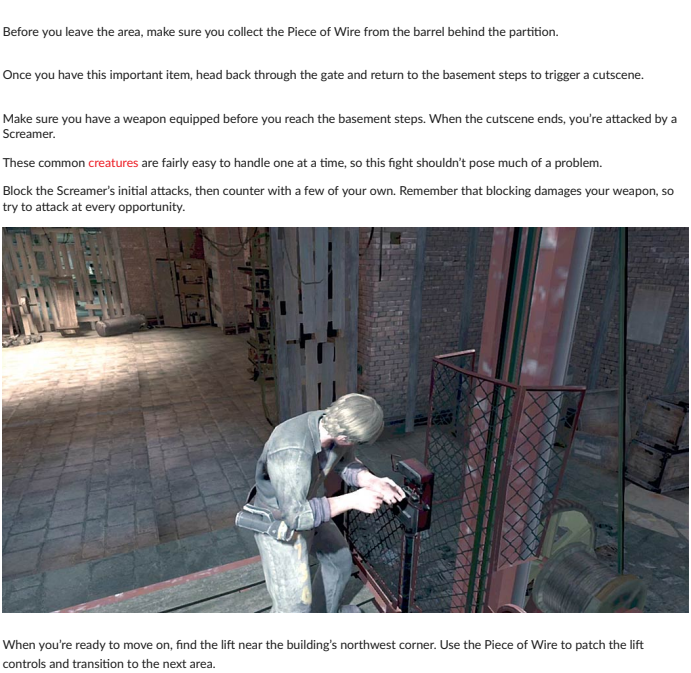
Check the barrel near the base of the stairs for another First Aid Kit.



Explore the basement until you find the locked gate on the building's east side. If you still have a Wrench, use it to break the padlock. If needed, you'll find a fresh Wrench just a few feet away.



Collect the Mystery item from the coffee table to add the Voyeur's Notes to Murphy's Journal.



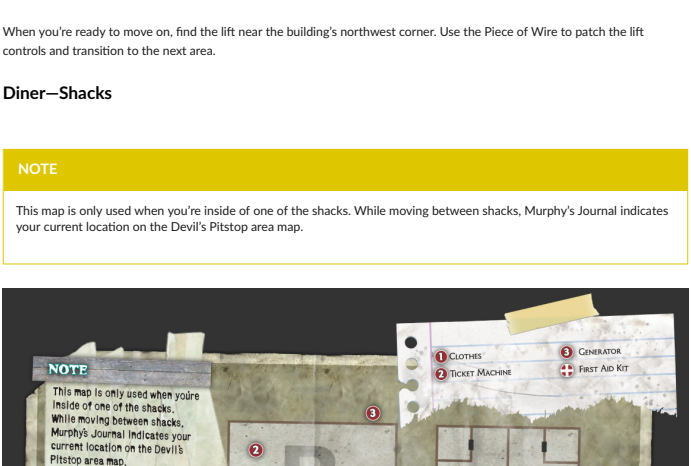
Before you leave the area, make sure you collect the Piece of Wire from the barrel behind the partition.

Once you have this important item, head back through the gate and return to the basement steps to trigger a cutscene.

Make sure you have a weapon equipped before you reach the basement steps. When the cutscene ends, you're attacked by a Screamer.

These common creatures are fairly easy to handle one at a time, so this fight shouldn't pose much of a problem.

Block the Screamer's initial attacks, then counter with a few of your own. Remember that blocking damages your weapon, so try to attack at every opportunity.

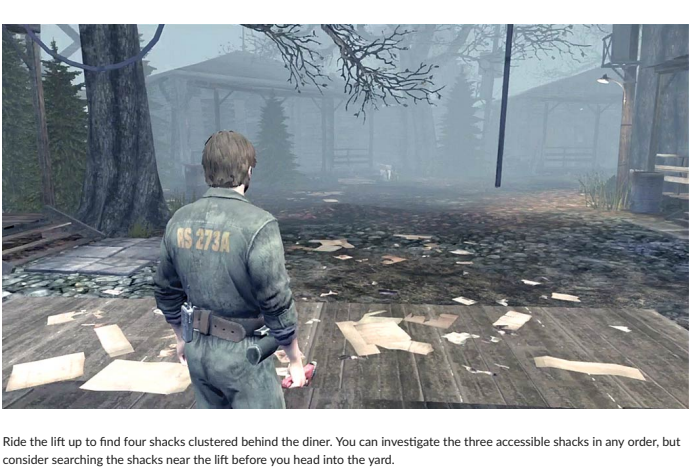


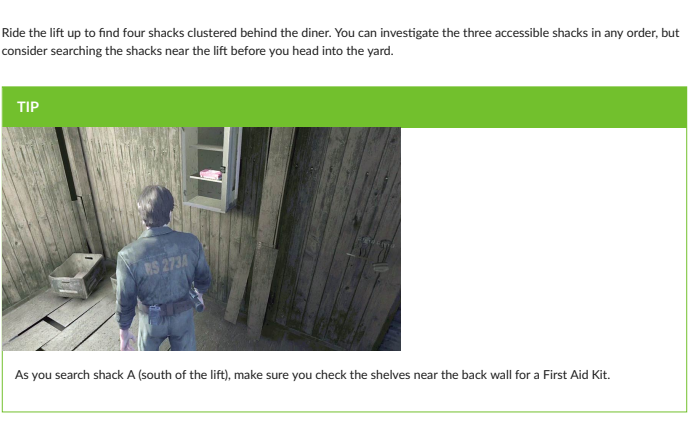
When you're ready to move on, find the lift near the building's northwest corner. Use the Piece of Wire to patch the lift controls and transition to the next area.

Diner—Shacks

NOTE

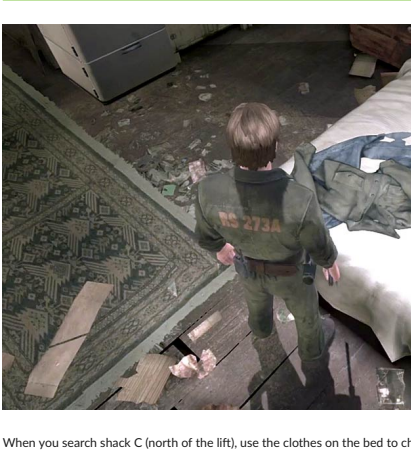
This map is only used when you're inside of one of the shacks. While moving between shacks, Murphy's Journal indicates your current location on the Devil's Pitstop area map.


1 Clothes
2 Ticket Machine
3 Generator
First Aid Kit
NOTE
This map is only used when you're inside of one of the shacks. While moving between shacks, Murphy's Journal indicates your current location on the Devil's Pitstop area map.
B
C
A
Room
Room
Room
Room
Room
Room
Room
Devil's Pitstop
BEST PRICE IN AREA
EAT & BED ALL IN ONE
SHACKS

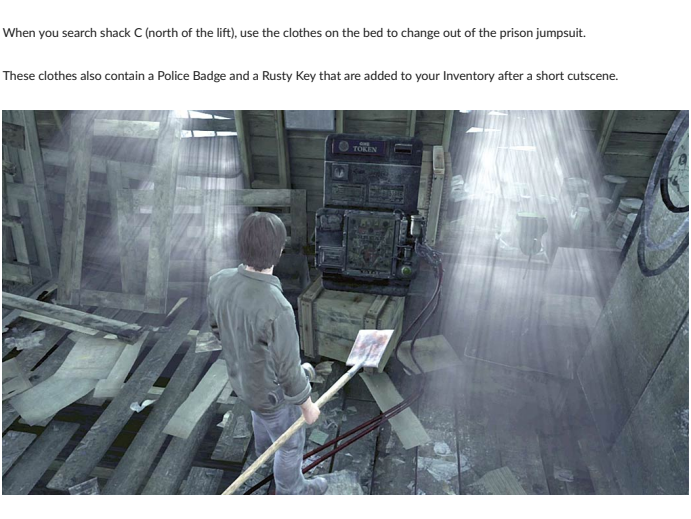


Ride the lift up to find four shacks clustered behind the diner. You can investigate the three accessible shacks in any order, but consider searching the shacks near the lift before you head into the yard.

TIP

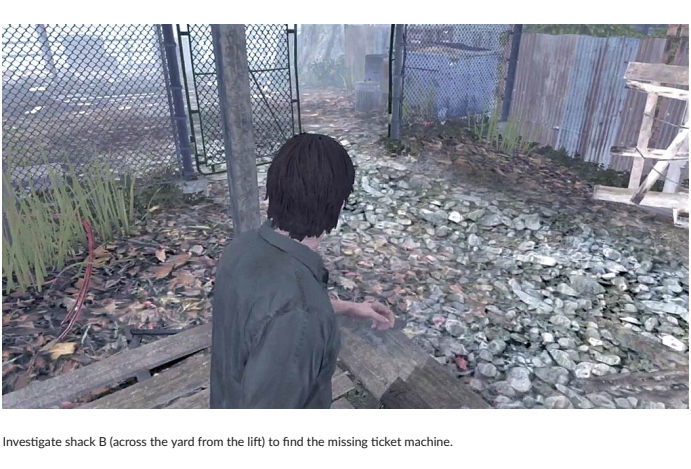


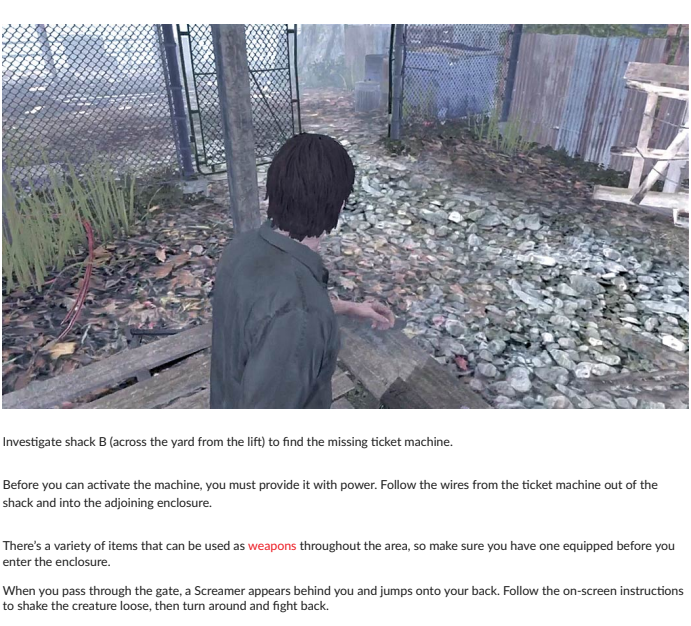
As you search shack A (south of the lift), make sure you check the shelves near the back wall for a First Aid Kit.



When you search shack C (north of the lift), use the clothes on the bed to change out of the prison jumpsuit.

These clothes also contain a Police Badge and a Rusty Key that are added to your Inventory after a short cutscene.



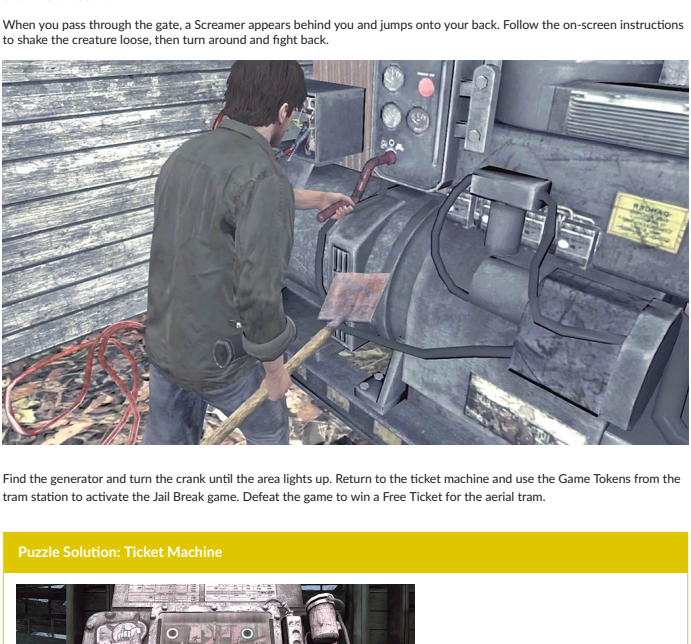


Investigate shack B (across the yard from the lift) to find the missing ticket machine.

Before you can activate the machine, you must provide it with power. Follow the wires from the ticket machine out of the shack and into the adjoining enclosure.

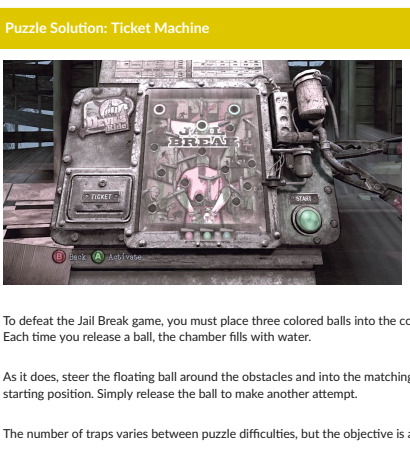
There's a variety of items that can be used as weapons throughout the area, so make sure you have one equipped before you enter the enclosure.

When you pass through the gate, a Screamer appears behind you and jumps onto your back. Follow the on-screen instructions to shake the creature loose, then turn around and fight back.



Find the generator and turn the crank until the area lights up. Return to the ticket machine and use the Game Tokens from the tram station to activate the Jail Break game. Defeat the game to win a Free Ticket for the aerial tram.

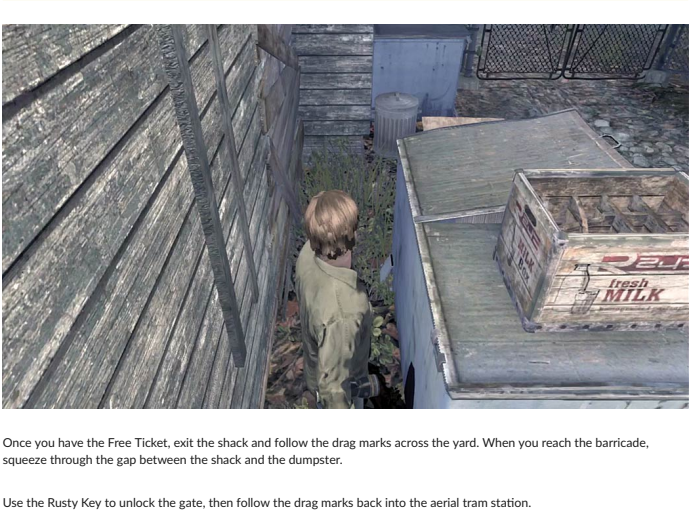
Puzzle Solution: Ticket Machine



To defeat the Jail Break game, you must place three colored balls into the corresponding holes at the top of the machine. Each time you release a ball, the chamber fills with water.

As it does, steer the floating ball around the obstacles and into the matching hole. If a ball falls into a trap, it returns to its starting position. Simply release the ball to make another attempt.

The number of traps varies between puzzle difficulties, but the objective is always the same.

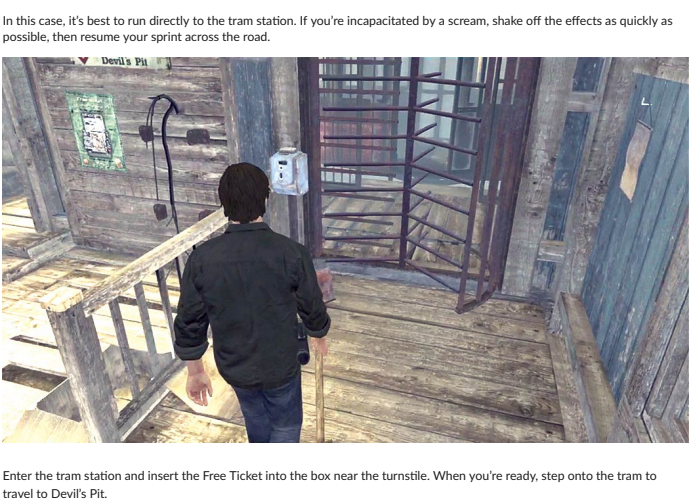


Once you have the Free Ticket, exit the shack and follow the drag marks across the yard. When you reach the barricade, squeeze through the gap between the shack and the dumpster.

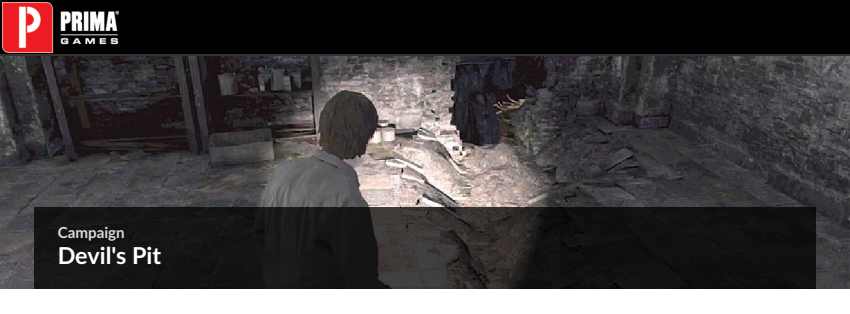
Use the Rusty Key to unlock the gate, then follow the drag marks back into the aerial tram station.

There are several Screamers wandering the road between the diner and the tram station. Due to their scream attacks, these creatures are very dangerous in groups.

In this case, it's best to run directly to the tram station. If you're incapacitated by a scream, shake off the effects as quickly as possible, then resume your sprint across the road.

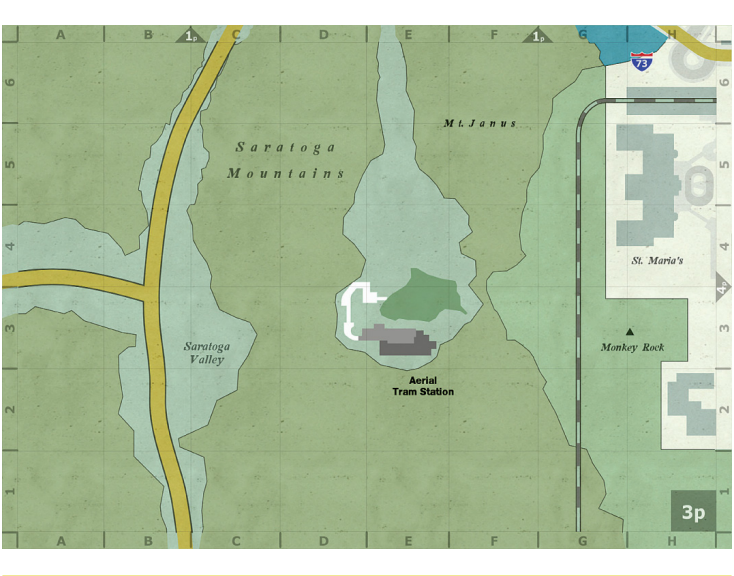


Enter the tram station and insert the Free Ticket into the box near the turnstile. When you're ready, step onto the tram to travel to Devil's Pit.



Campaign

Devil's Pit

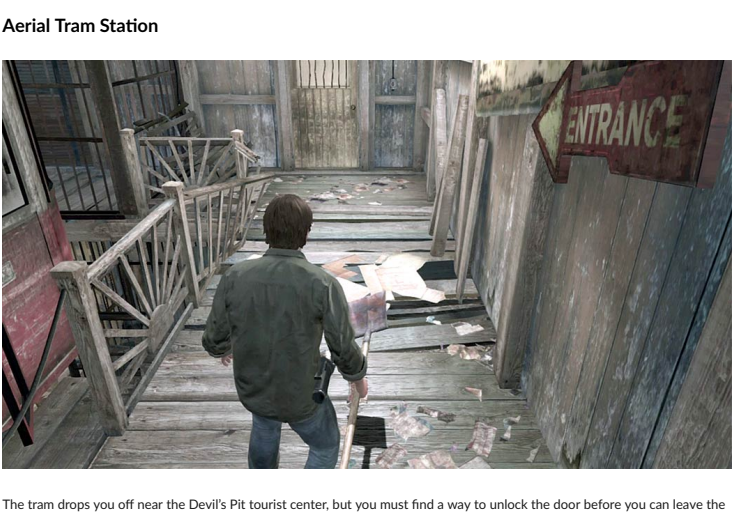


NOTE

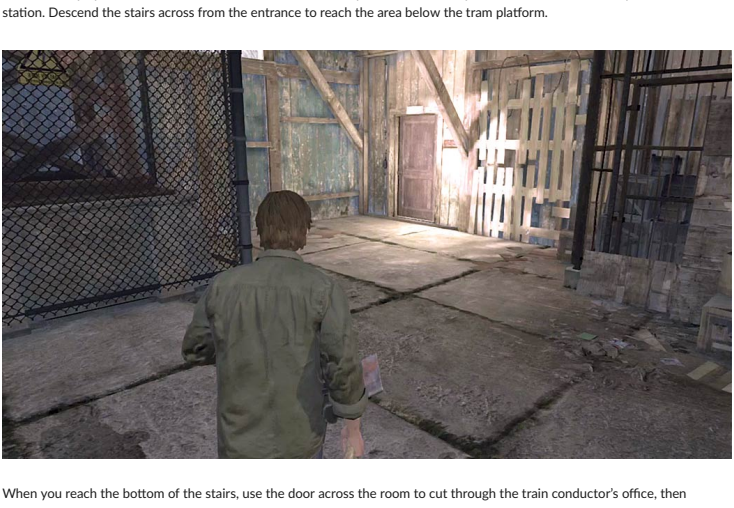
You must collect this map before it's added to Murphy's Journal. Most of Devil's Pit is located underground.

Unless you're in one of three important locations, Murphy's Journal uses this area map to indicate your current position.

Aerial Tram Station

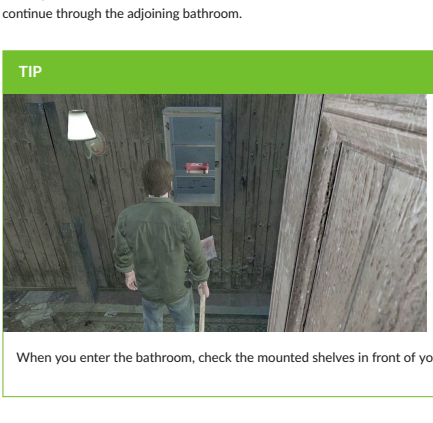


The tram drops you off near the Devil's Pit tourist center, but you must find a way to unlock the door before you can leave the station. Descend the stairs across from the entrance to reach the area below the tram platform.

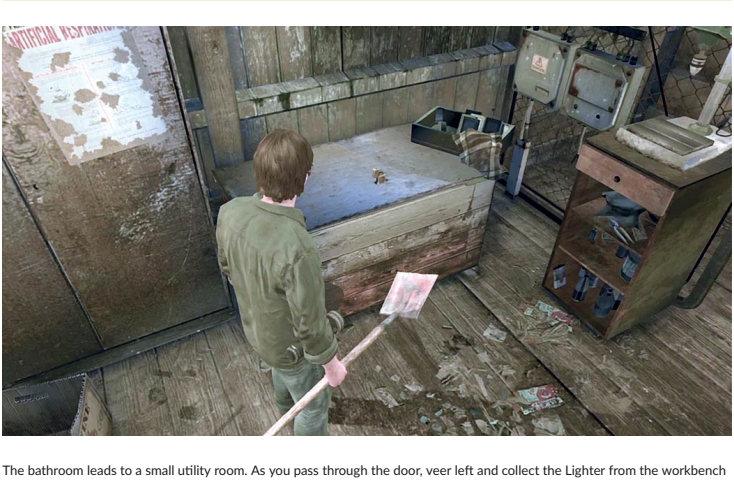


When you reach the bottom of the stairs, use the door across the room to cut through the train conductor's office, then continue through the adjoining bathroom.

TIP



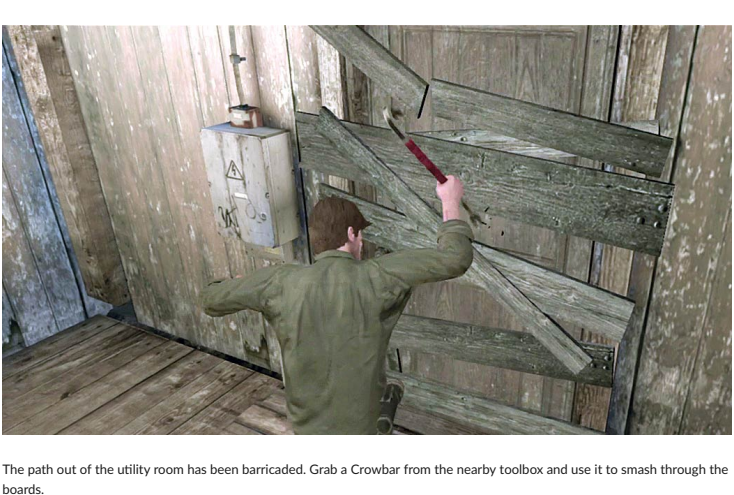
When you enter the bathroom, check the mounted shelves in front of you for a First Aid Kit.



The bathroom leads to a small utility room. As you pass through the door, veer left and collect the Lighter from the workbench against the wall.

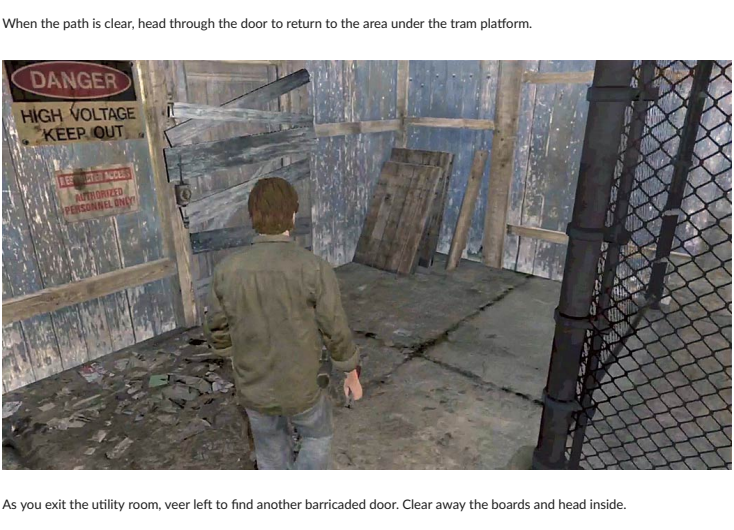
Caution

The Lighter is a very useful item. Don't leave the utility room without adding it to your Inventory.

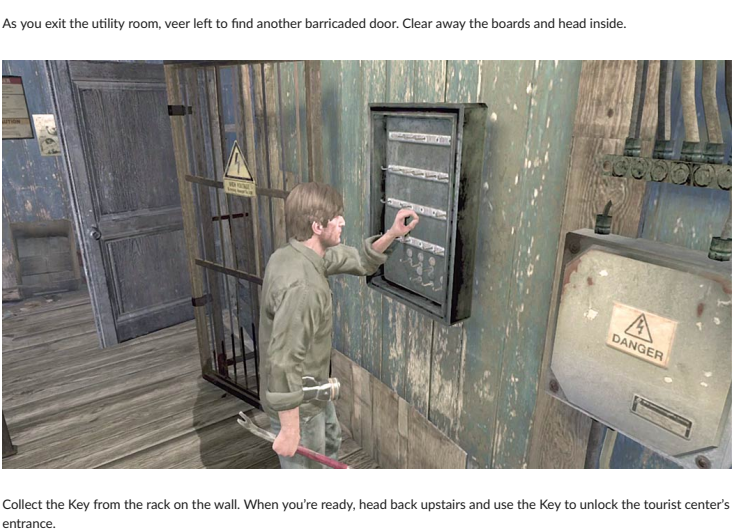


The path out of the utility room has been barricaded. Grab a Crowbar from the nearby toolbox and use it to smash through the boards.

When the path is clear, head through the door to return to the area under the tram platform.

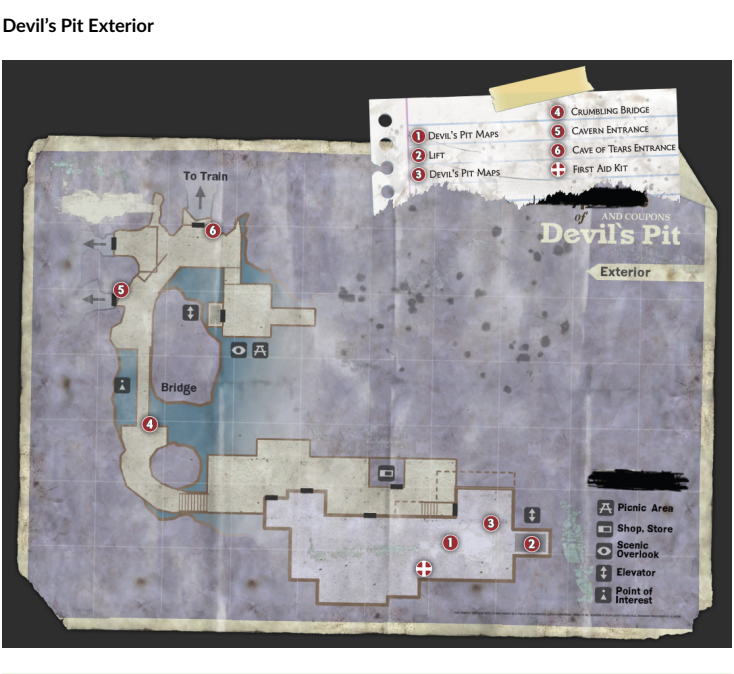


As you exit the utility room, veer left to find another barricaded door. Clear away the boards and head inside.

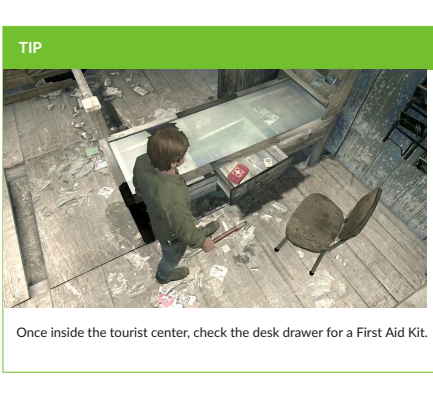


Collect the Key from the rack on the wall. When you're ready, head back upstairs and use the Key to unlock the tourist center's entrance.

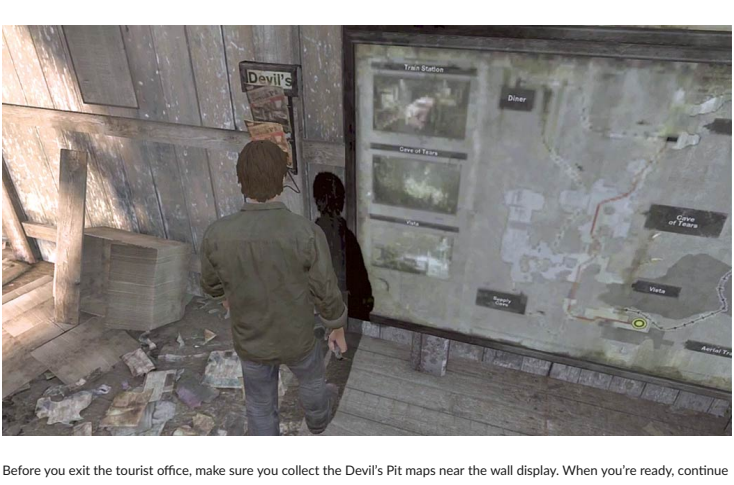
Devil's Pit Exterior



TIP

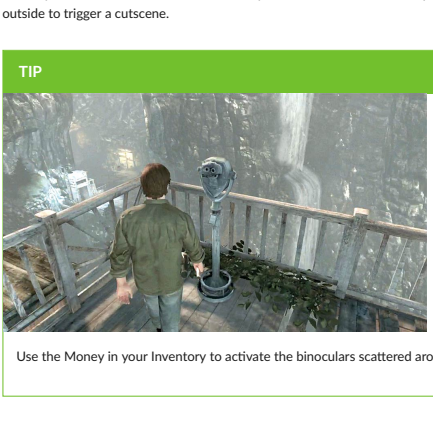


Once inside the tourist center, check the desk drawer for a First Aid Kit.

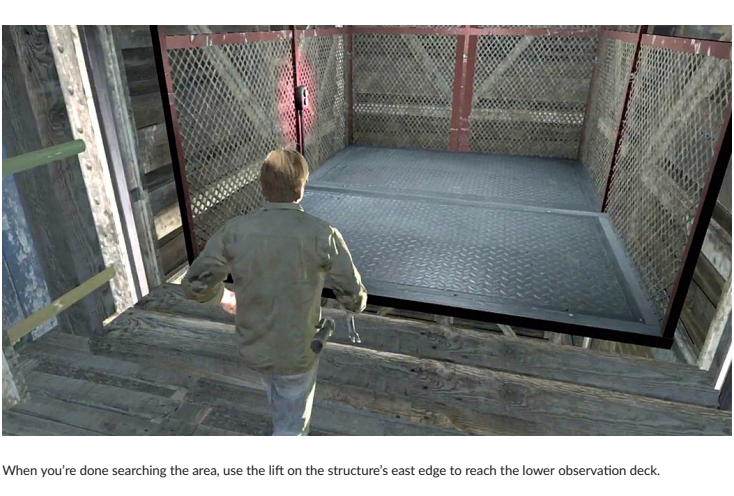


Before you exit the tourist office, make sure you collect the Devil's Pit maps near the wall display. When you're ready, continue outside to trigger a cutscene.

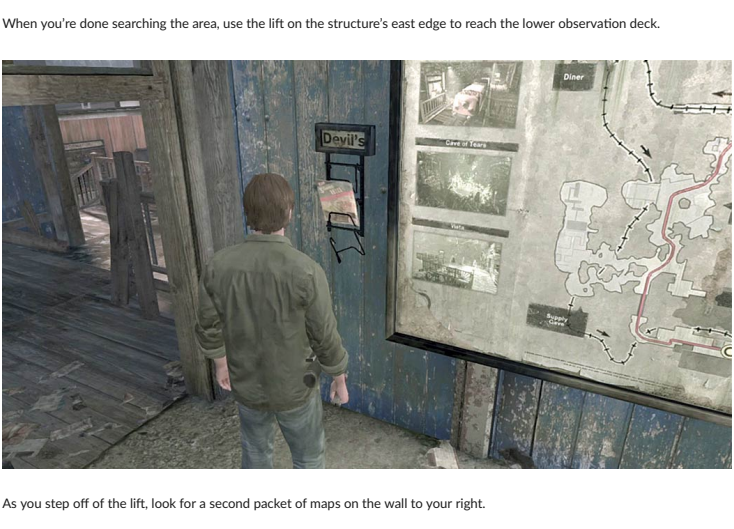
TIP



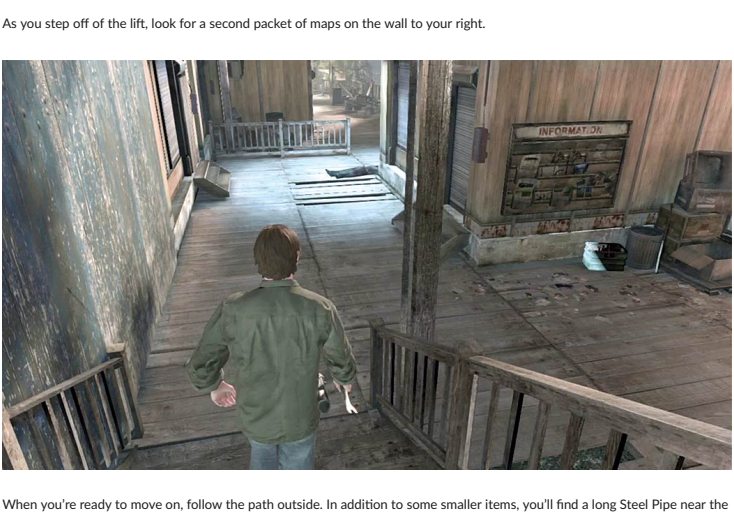
Use the Money in your Inventory to activate the binoculars scattered around the observation decks.



When you're done searching the area, use the lift on the structure's east edge to reach the lower observation deck.



As you step off of the lift, look for a second packet of maps on the wall to your right.



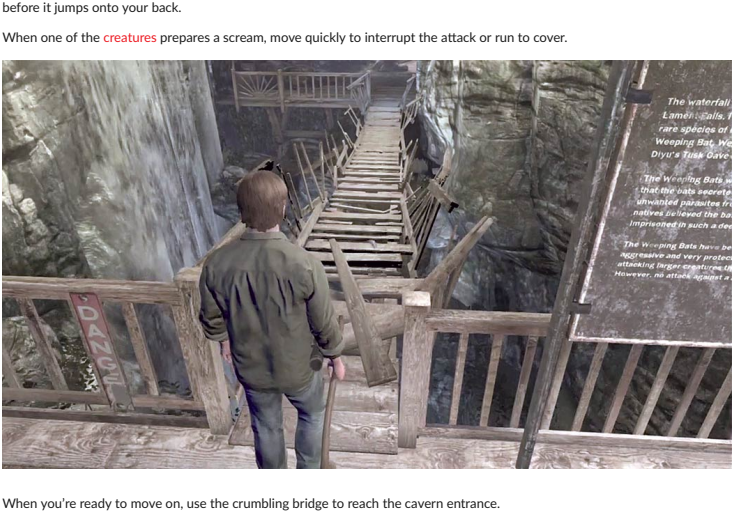
When you're ready to move on, follow the path outside. In addition to some smaller items, you'll find a long Steel Pipe near the information rack past the steps.

When you're happy with your selected weapon, continue along the observation deck.

There are multiple Screamers hiding in the area. These creatures are very dangerous in groups, so consider equipping your Colt before you continue.

When opting for melee combat, pay attention to your enemies' tactics. If a Screamer moves behind you, adjust your position before it jumps onto your back.

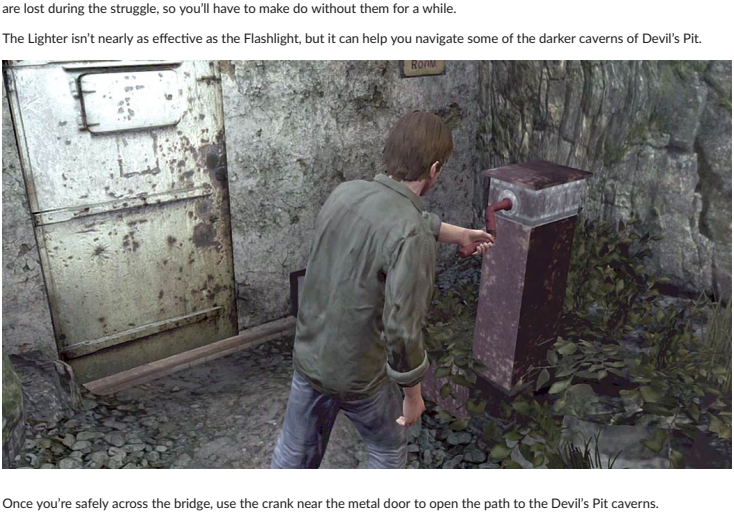
When one of the creatures prepares a scream, move quickly to interrupt the attack or run to cover.



When you're ready to move on, use the crumbling bridge to reach the cavern entrance.

The bridge gives way when you attempt to cross it. Follow the on-screen commands to climb to safety. Your Colt and Flashlight are lost during the struggle, so you'll have to make do without them for a while.

The Lighter isn't nearly as effective as the Flashlight, but it can help you navigate some of the darker caverns of Devil's Pit.

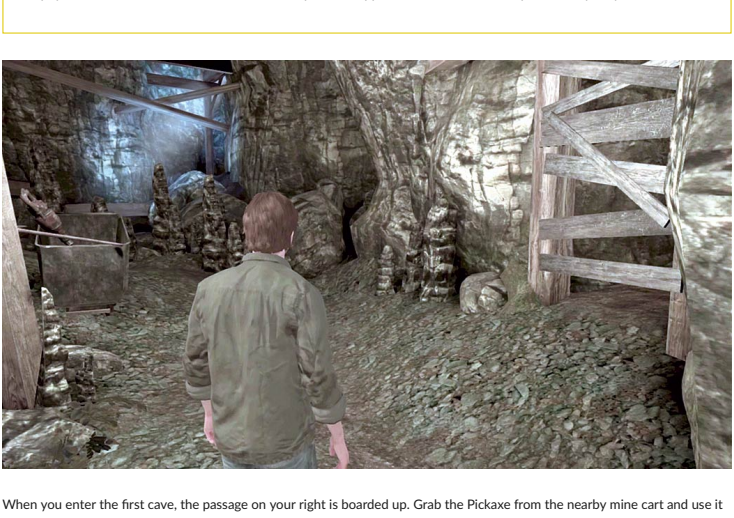


Once you're safely across the bridge, use the crank near the metal door to open the path to the Devil's Pit caverns.

Upper Caverns

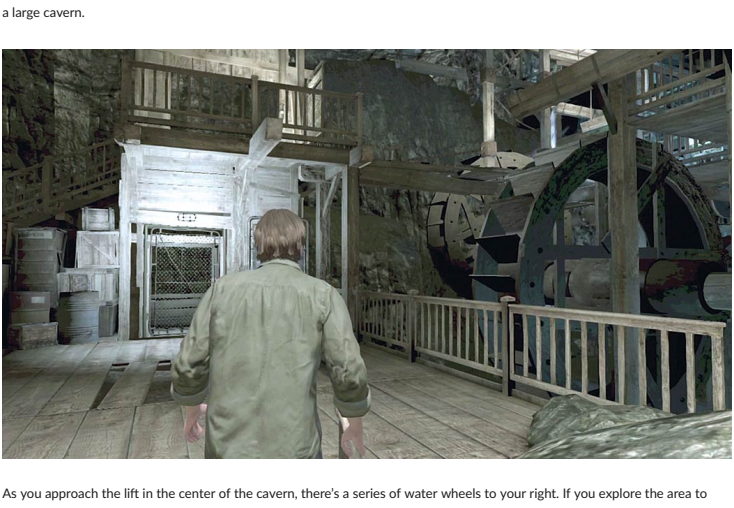
NOTE

Murphy's Journal does not include a dedicated map for the upper caverns, but the main path is fairly easy to follow.

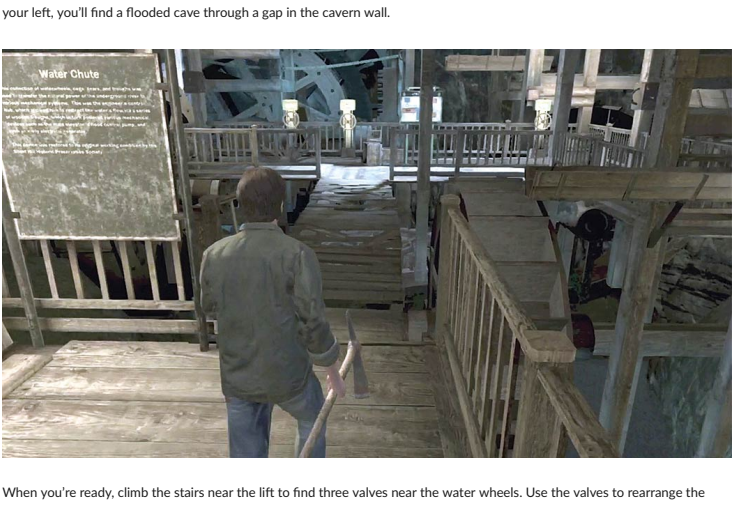


When you enter the first cave, the passage on your right is boarded up. Grab the Pickaxe from the nearby mine cart and use it to clear away the boards.

Move into the next cave and squeeze through the narrow passage. When you're ready, head through the wooden door to enter a large cavern.

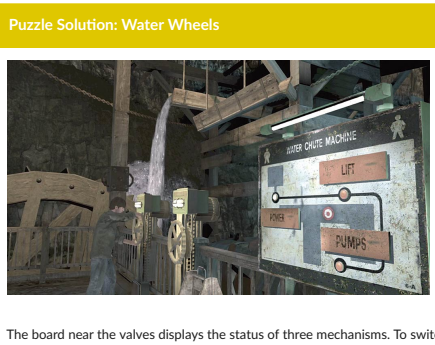


As you approach the lift in the center of the cavern, there's a series of water wheels to your right. If you explore the area to your left, you'll find a flooded cave through a gap in the cavern wall.



When you're ready, climb the stairs near the lift to find three valves near the water wheels. Use the valves to rearrange the hanging troughs and activate the cavern's machinery.

Puzzle Solution: Water Wheels



The board near the valves displays the status of three mechanisms. To switch active mechanisms, you must direct the flowing water onto the corresponding wheel.

To get the most out of this area, transfer power to the pumps before you power the lift. While the pumps are active, you can retrieve a First Aid Kit and some Pistol Bullets from the flooded cave.

When you're ready to enter the mines, redirect the water to power the lift.

Your chosen puzzle difficulty determines the steps required to solve this puzzle.

Easy: The Easy puzzle difficulty allows you to activate the valves in any order:

- Use the valve on the left to move the first trough forward (turn the valve left three times).
- Use the valve in the center to lower the second trough into position (turn the valve left two times).
- Use the valve on the right to move the third trough just far enough to catch the water (turn the valve once to the left).
- While the pumps are active, retrieve the First Aid Kit and Pistol Bullets from the flooded cave.
- Return to the water wheels. Use the valve on the right to divert the water onto the wheel directly in front of you (turn the valve once more to the left). The lift is now active.

Normal: The Normal puzzle difficulty has a very similar solution to the Easy puzzle difficulty, but it requires a bit more preparation.

When you shift the water away from the first wheel, a large door above the lift slams down and blocks your path to the stairs.

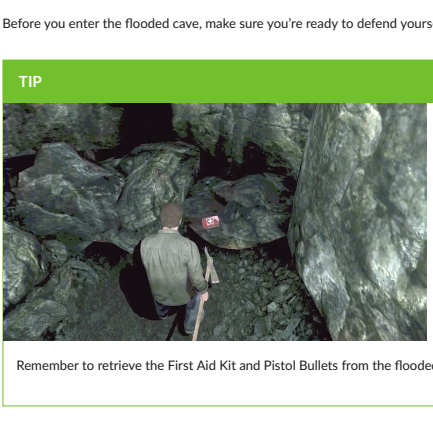
Before you touch the valves, find the large crate on the platform above the lift and drag it into position under the door. Once the crate is in place, follow the steps listed for the Easy puzzle difficulty.

Hard: The Hard puzzle difficulty contains an elongated trough. To move this trough in position, you must activate the valves in a more specific order:

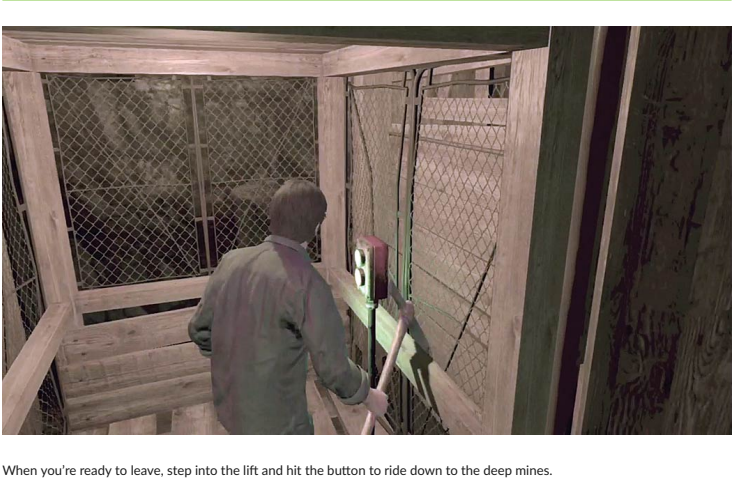
- Move to the top of the stairs and drag the crate into position under the large door.
- Use the valve in the center to lower the second trough into position (turn the valve left two times).
- Use the valve on the left to move the first trough forward (turn the valve left three times).
- Use the valve on the right to move the third trough just far enough to catch the water (turn the valve once to the left).
- While the pumps are active, retrieve the First Aid Kit and Pistol Bullets from the flooded cave.
- Return to the water wheels. Use the valve on the right to divert the water onto the wheel directly in front of you (turn the valve once more to the left). The lift is now active.

Before you enter the flooded cave, make sure you're ready to defend yourself.

TIP



Remember to retrieve the First Aid Kit and Pistol Bullets from the flooded cave before you leave the area.



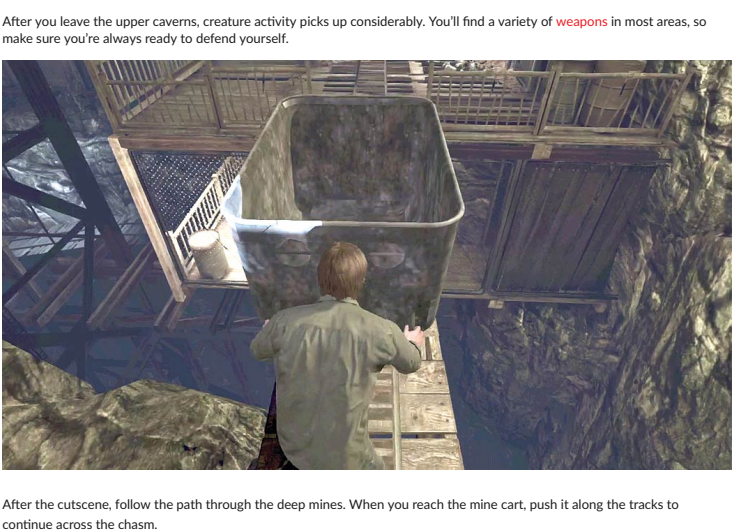
When you're ready to leave, step into the lift and hit the button to ride down to the deep mines.

Deep Mines

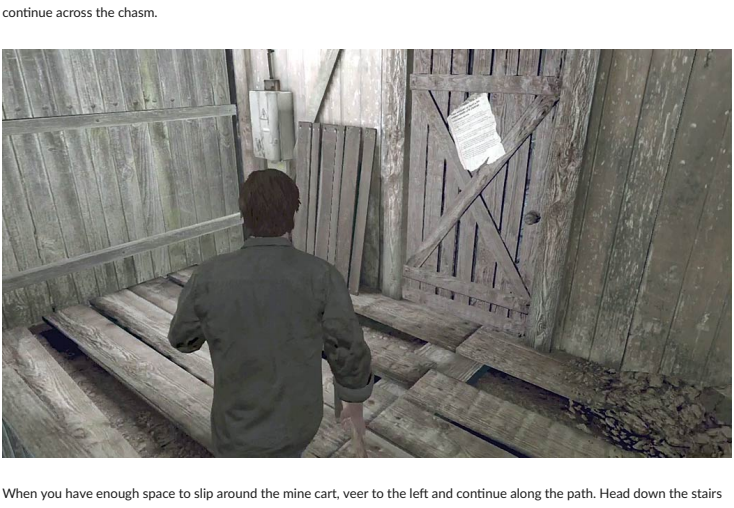
NOTE

Like the upper caverns, the deep mines lack a dedicated map. You'll encounter a few obstacles along the main path, but the required route is fairly clear.

After you leave the upper caverns, creature activity picks up considerably. You'll find a variety of weapons in most areas, so make sure you're always ready to defend yourself.



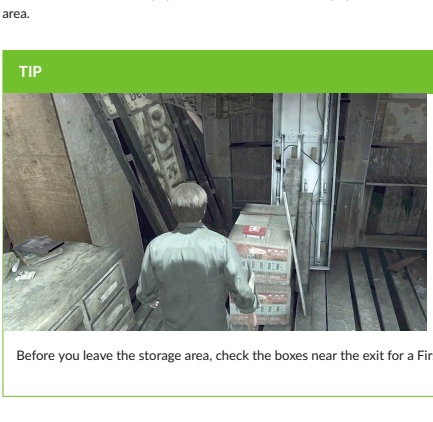
After the cutscene, follow the path through the deep mines. When you reach the mine cart, push it along the tracks to continue across the chasm.



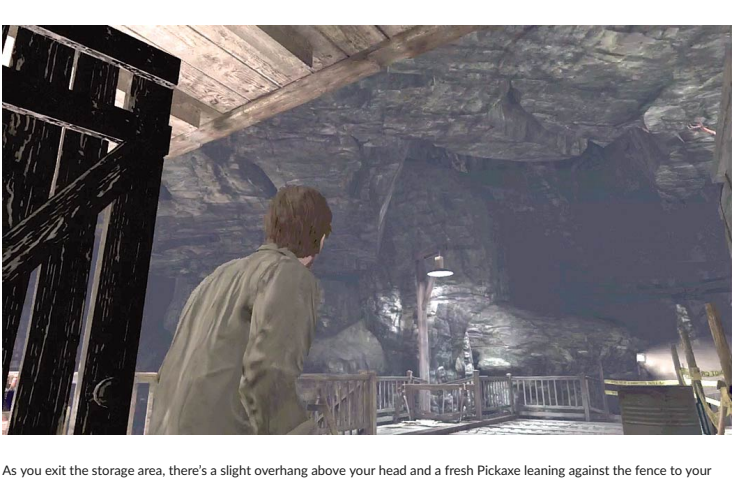
When you have enough space to slip around the mine cart, veer to the left and continue along the path. Head down the stairs to find a Mystery item posted on a wooden door.

Collect it to add the Newspaper Article (Accident) to Murphy's Journal, then continue through the door to find a small storage area.

TIP



Before you leave the storage area, check the boxes near the exit for a First Aid Kit.



As you exit the storage area, there's a slight overhang above your head and a fresh Pickaxe leaning against the fence to your right.

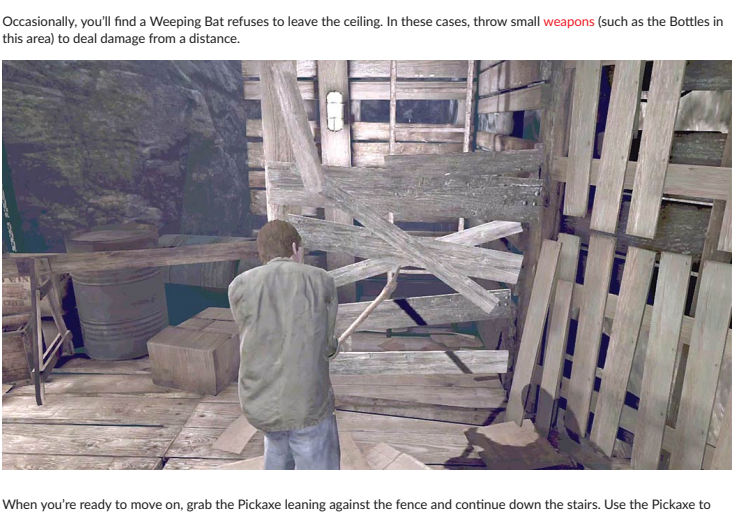
When you exit the storage area, it's time to face the Weeping Bat that's been hounding you since the upper caverns. These creatures have incredible agility, making their attacks fairly hard to predict.

When a Weeping Bat is latched onto a ceiling, take care to avoid its pounce attack. This often requires sprinting around an area, but this location provides a better alternative.

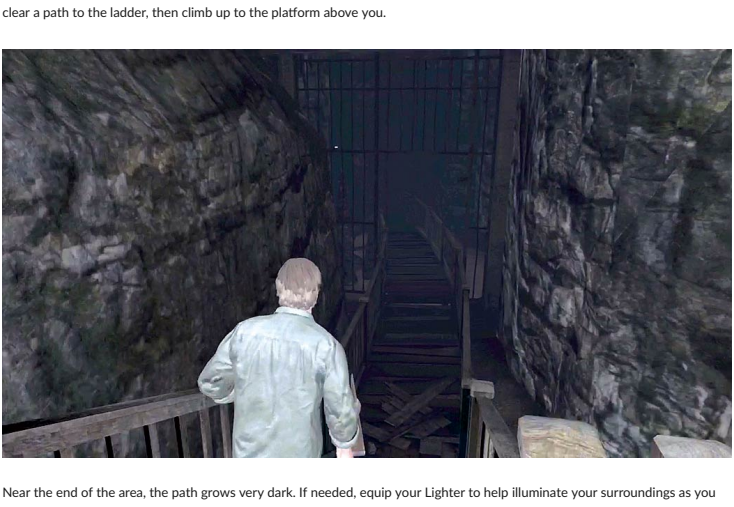
Consider staying under the overhang to prevent the creature from moving above you. Wait for the Weeping Bat to drop to the floor, then run in and attack.

Successful hits should interrupt most of its strikes, but remember to block its more powerful, two-fisted attacks. When the creature retreats to the ceiling, move back under the overhang and wait for your next chance to attack.

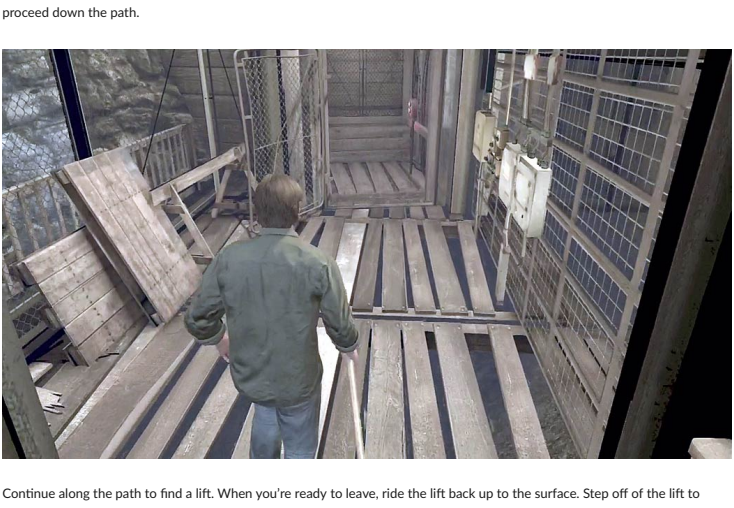
Occasionally, you'll find a Weeping Bat refuses to leave the ceiling. In these cases, throw small weapons (such as the Bottles in this area) to deal damage from a distance.



When you're ready to move on, grab the Pickaxe leaning against the fence and continue down the stairs. Use the Pickaxe to clear a path to the ladder, then climb up to the platform above you.

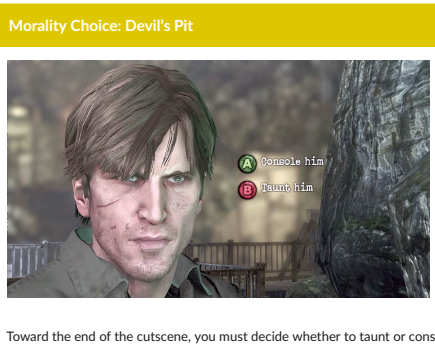


Near the end of the area, the path grows very dark. If needed, equip your Lighter to help illuminate your surroundings as you proceed down the path.

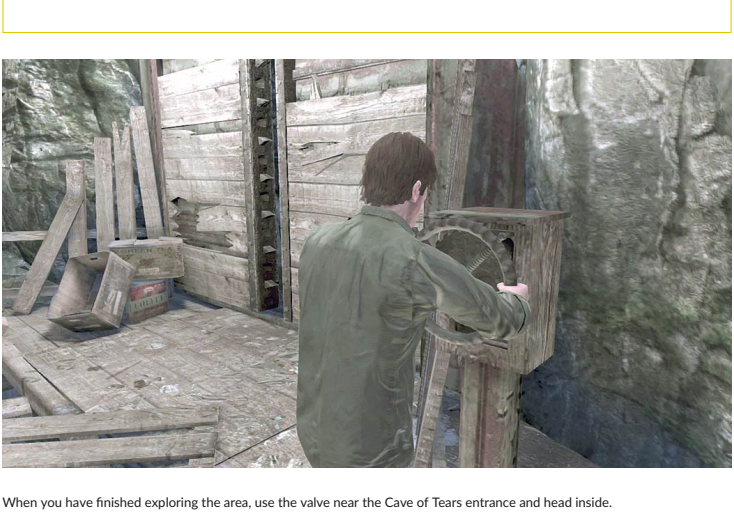


Continue along the path to find a lift. When you're ready to leave, ride the lift back up to the surface. Step off of the lift to trigger a cutscene.

Morality Choice: Devil's Pit

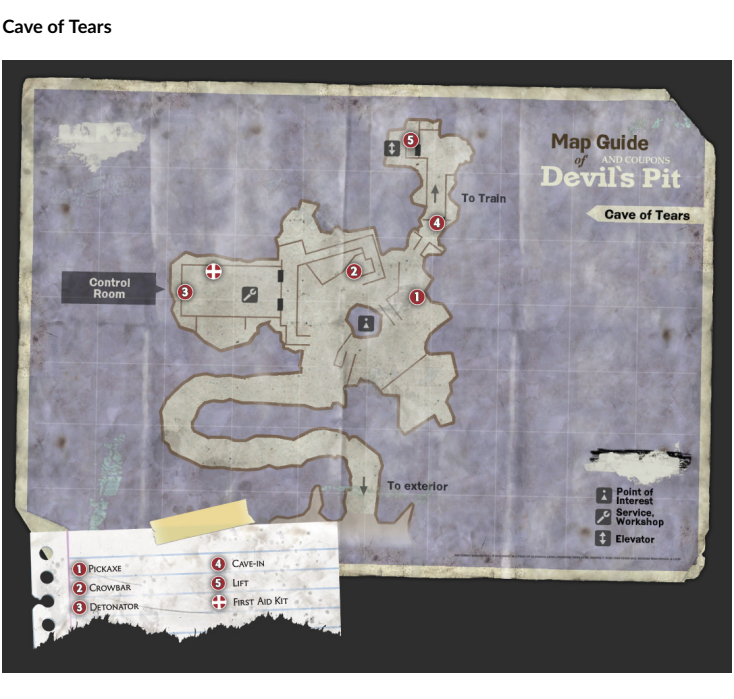


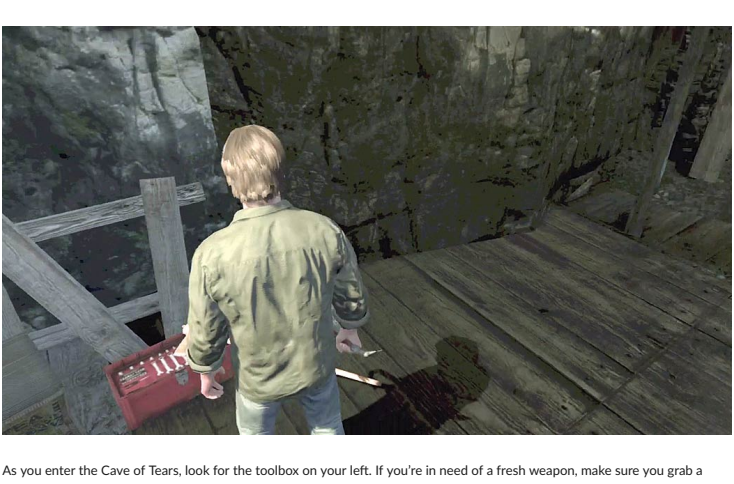
Toward the end of the cutscene, you must decide whether to taunt or console a distraught individual. Your choice is likely to have a significant effect on the game's ending, so consider your options carefully.



When you have finished exploring the area, use the valve near the Cave of Tears entrance and head inside.

Cave of Tears



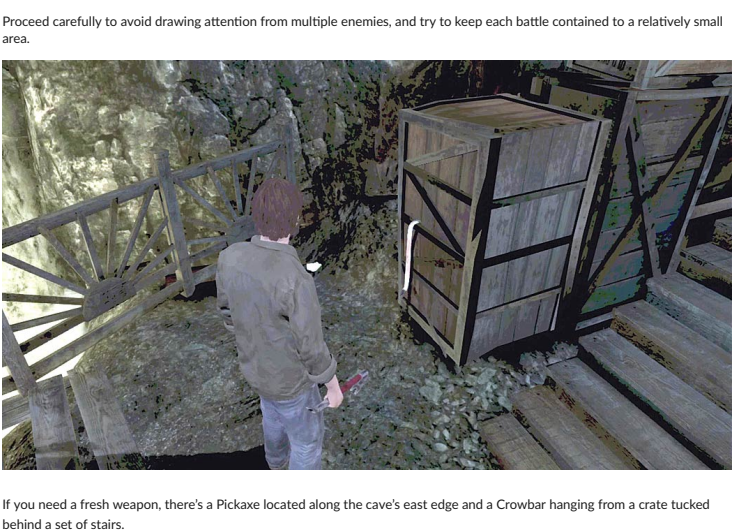


As you enter the Cave of Tears, look for the toolbox on your left. If you're in need of a fresh weapon, make sure you grab a Crowbar before moving on.

The Cave of Tears contains multiple Weeping Bats. As you move around the area, check the surfaces above you for lurking enemies.

Not all of the creatures can be seen from a distance, so be particularly careful when obstructions prevent you from getting a good look at the surrounding area.

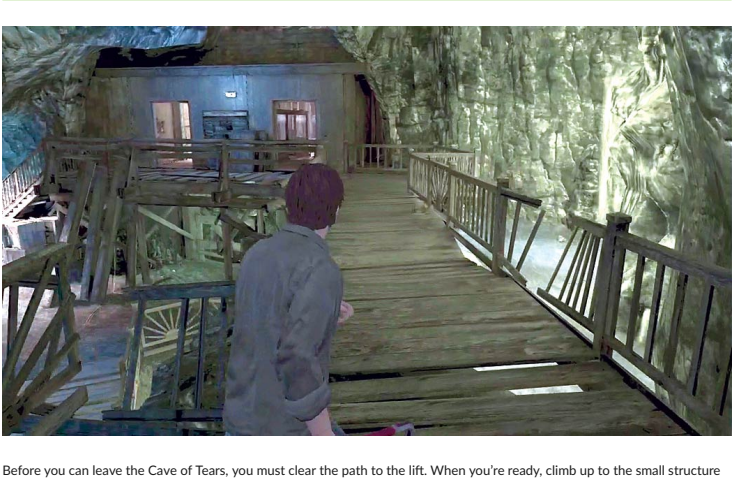
Proceed carefully to avoid drawing attention from multiple enemies, and try to keep each battle contained to a relatively small area.



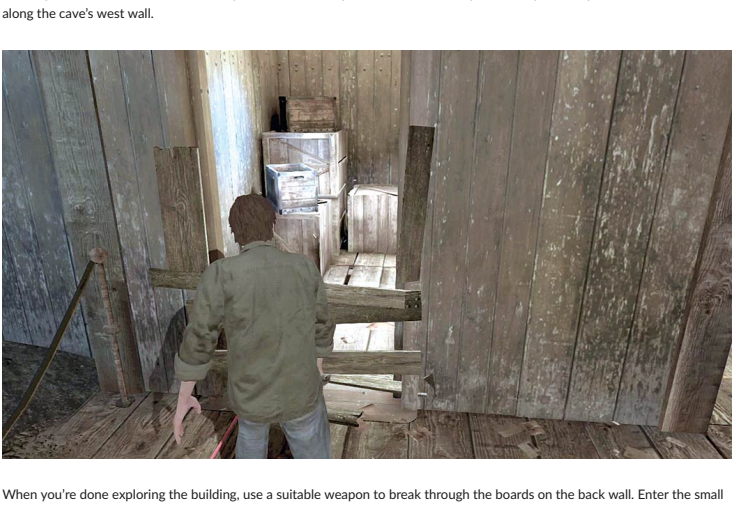
If you need a fresh weapon, there's a Pickaxe located along the cave's east edge and a Crowbar hanging from a crate tucked behind a set of stairs.

TIP

The cave contains some narrow walkways, which can make it difficult to effectively wield a Pickaxe. However, the Crowbar's compact shape makes it an excellent weapon in confined spaces.

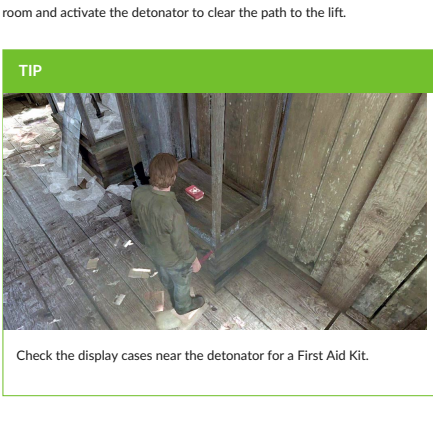


Before you can leave the Cave of Tears, you must clear the path to the lift. When you're ready, climb up to the small structure along the cave's west wall.

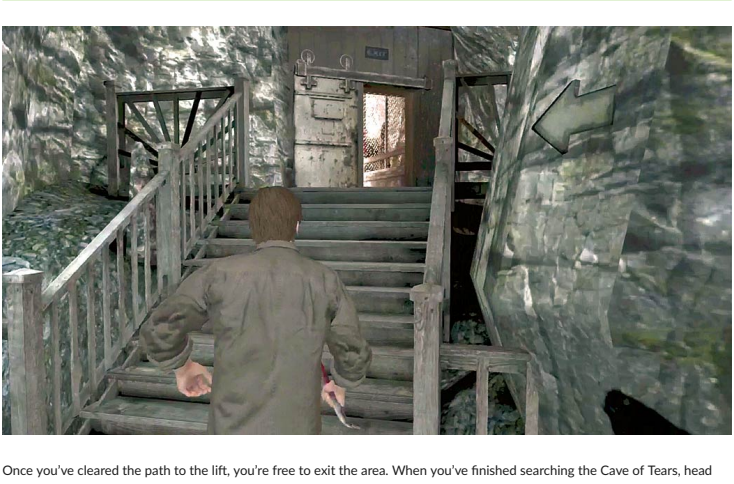


When you're done exploring the building, use a suitable weapon to break through the boards on the back wall. Enter the small room and activate the detonator to clear the path to the lift.

TIP

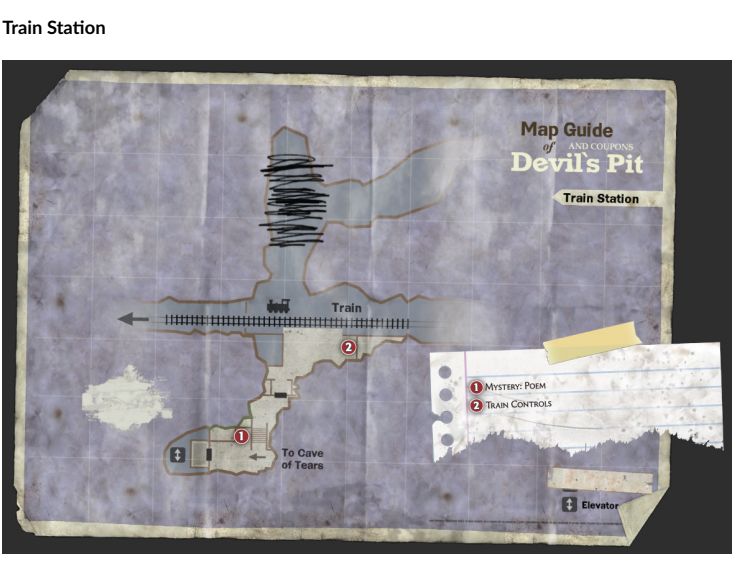


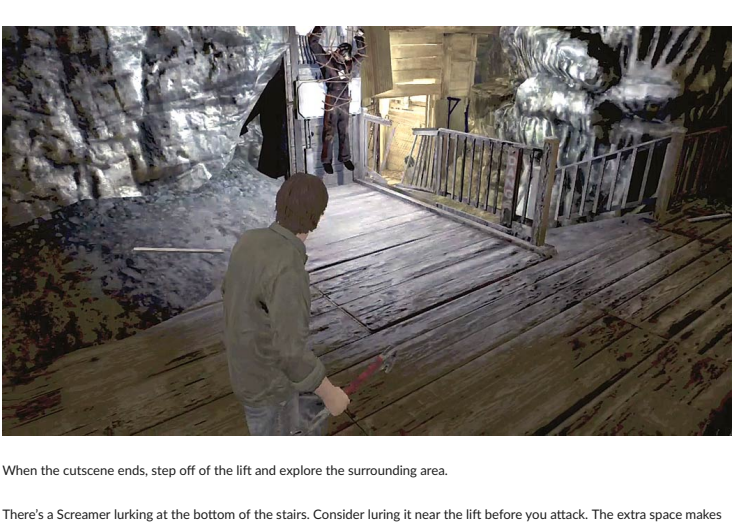
Check the display cases near the detonator for a First Aid Kit.



Once you've cleared the path to the lift, you're free to exit the area. When you've finished searching the Cave of Tears, head through the passage in the north wall and take the lift down to the train station.

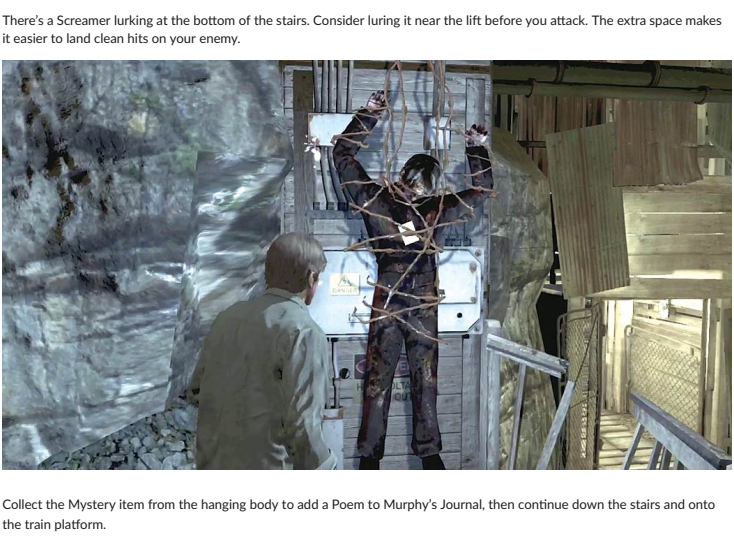
Train Station



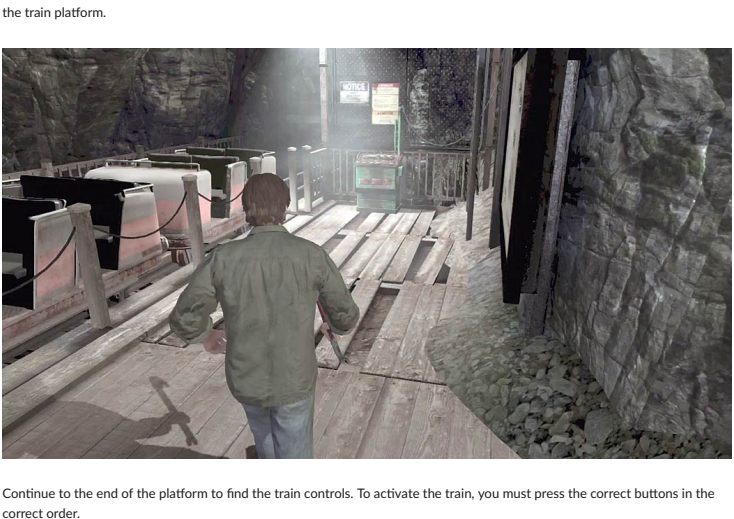


When the cutscene ends, step off of the lift and explore the surrounding area.

There's a Screamer lurking at the bottom of the stairs. Consider luring it near the lift before you attack. The extra space makes it easier to land clean hits on your enemy.

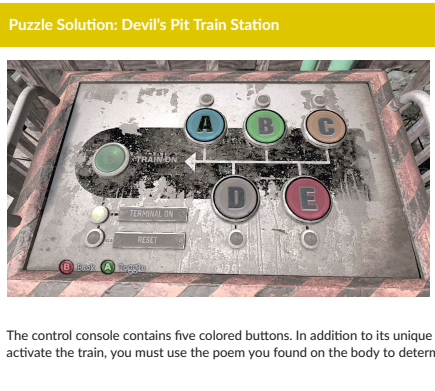


Collect the Mystery item from the hanging body to add a Poem to Murphy's Journal, then continue down the stairs and onto the train platform.



Continue to the end of the platform to find the train controls. To activate the train, you must press the correct buttons in the correct order.

Puzzle Solution: Devil's Pit Train Station



The control console contains five colored buttons. In addition to its unique color, each button is marked with a letter. To activate the train, you must use the poem you found on the body to determine the proper sequence of button presses.

Your chosen puzzle difficulty determines the specific poem added to Murphy's Journal, but all poems indicate the correct buttons by their color.

Easy: The Easy puzzle difficulty provides a simple poem that mentions a red jacket, blue water, and orange shoes.

To power the train, you must press the corresponding buttons in the established order:

- Press the red button (marked E).
- Press the blue button (marked A).
- Press the orange button (marked C).

Normal: The poem provided in the Normal puzzle difficulty is a bit more subtle. This poem references a cerulean sky, emeralds, a shadow, and bronze cliffs.

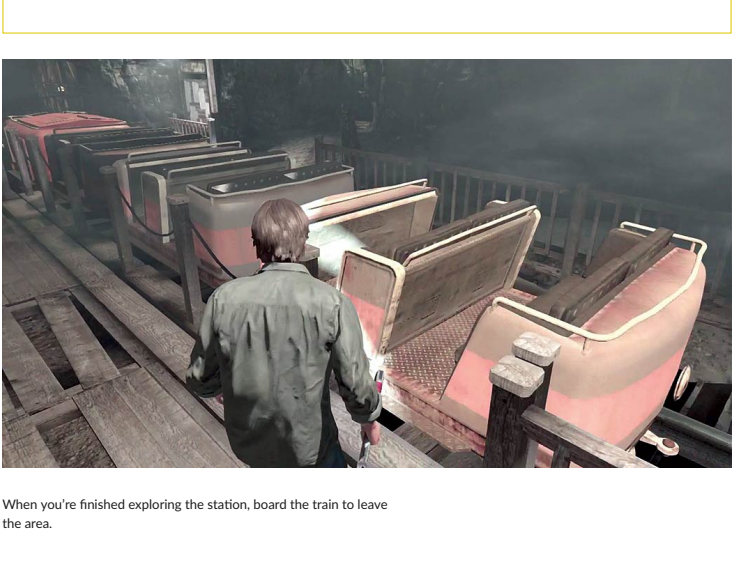
To power the train, you must determine which colored buttons best match the described images and press them in the established order:

- Press the blue button (marked A).
- Press the green button (marked B).
- Press the gray button (marked D).
- Press the orange button (marked C).

Hard: The poem provided in the Hard puzzle difficulty not only requires a bit of interpretation, it demands a certain knowledge of the town. This poem references ash, blood, trees, and Toluca. The first three images are fairly easy to decipher, but it's important to note that Toluca Lake has been the site of several disasters throughout the town's history.

To power the train, you must determine which buttons match the described images and press them in the established order:

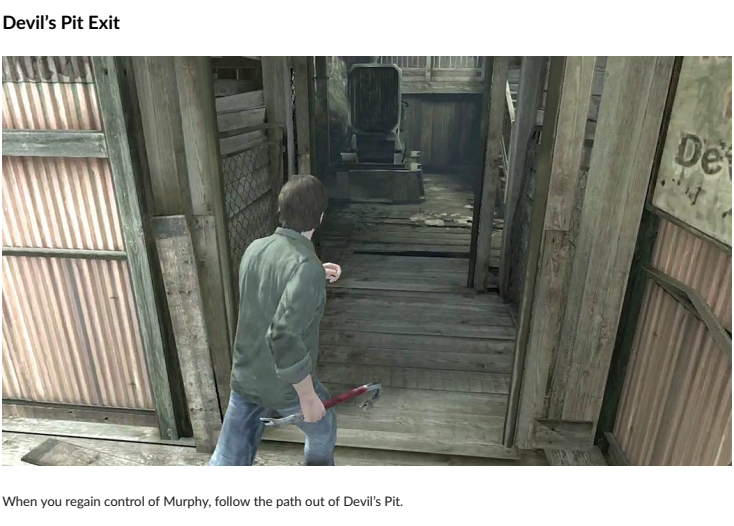
- Press the gray button (marked D).
- Press the red button (marked E).
- Press the green button (marked B).
- Press the blue button (marked A).



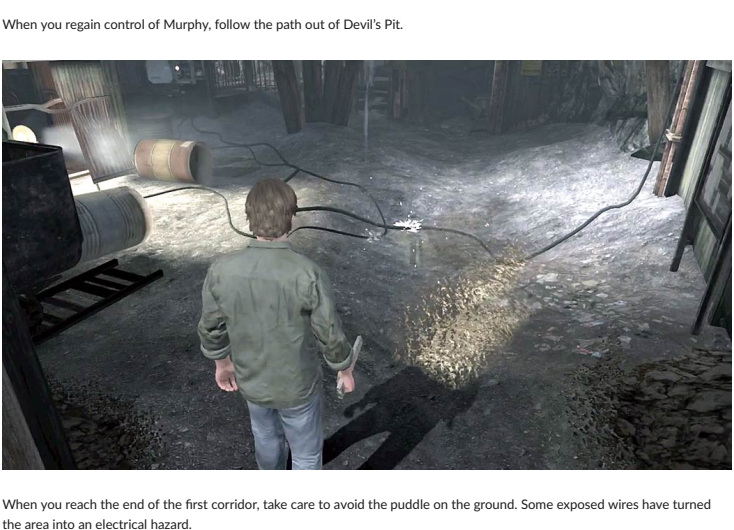
When you're finished exploring the station, board the train to leave the area.

Pay attention to your surroundings during the ride. Your limited mobility leaves you vulnerable to attack.

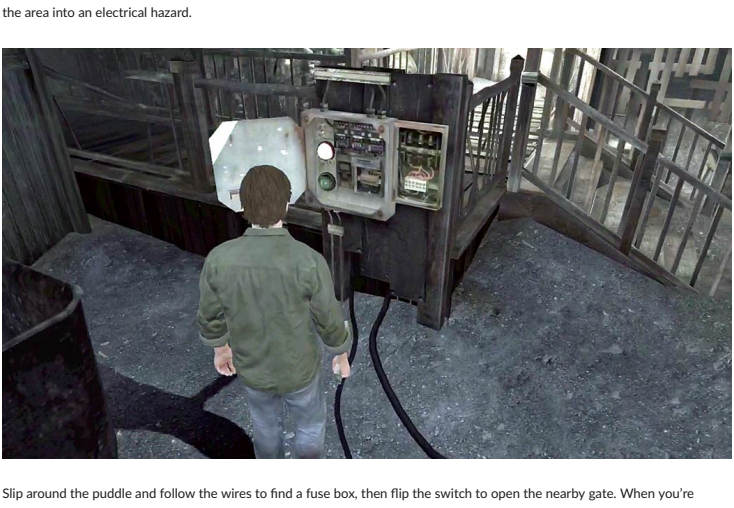
Devil's Pit Exit



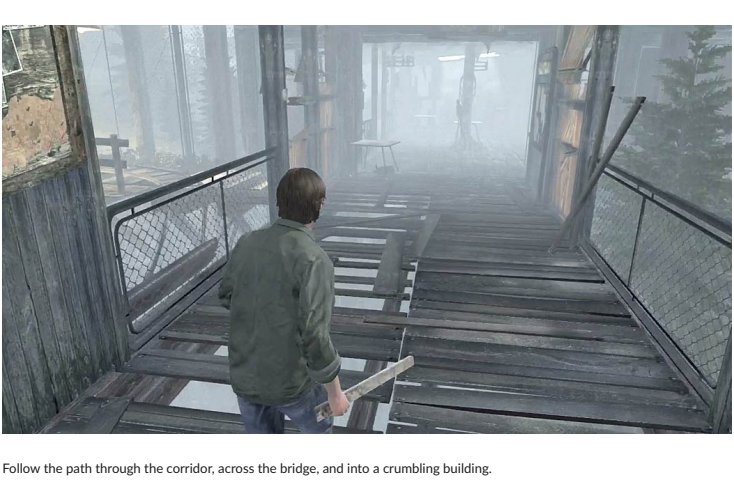
When you regain control of Murphy, follow the path out of Devil's Pit.



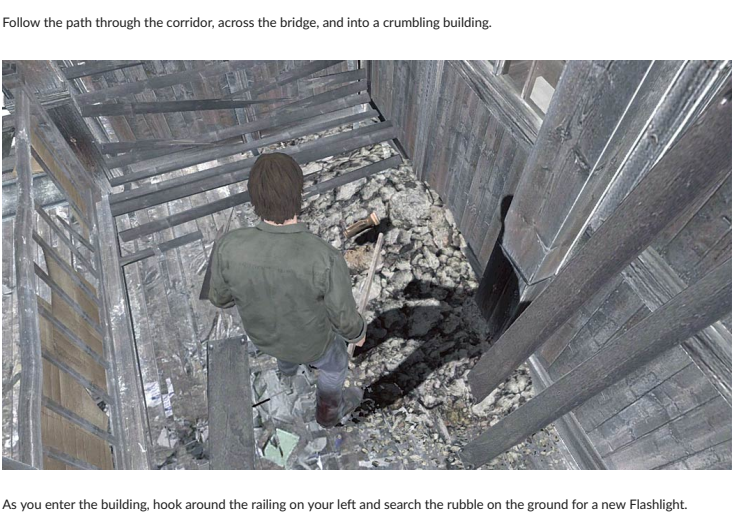
When you reach the end of the first corridor, take care to avoid the puddle on the ground. Some exposed wires have turned the area into an electrical hazard.



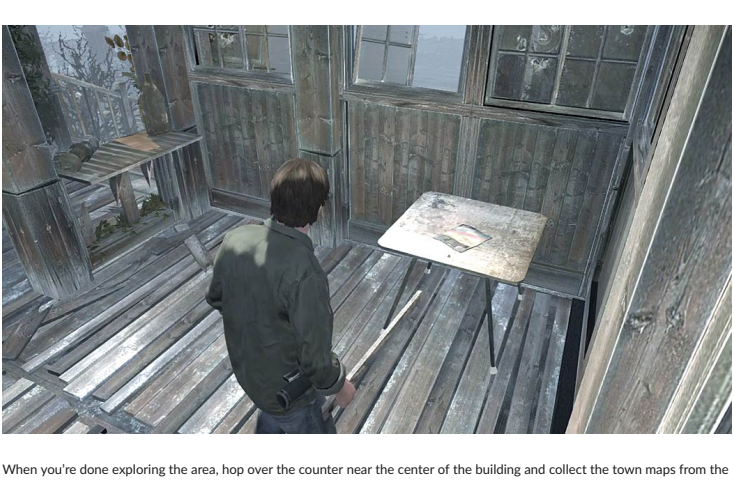
Slip around the puddle and follow the wires to find a fuse box, then flip the switch to open the nearby gate. When you're ready, continue through the gate.



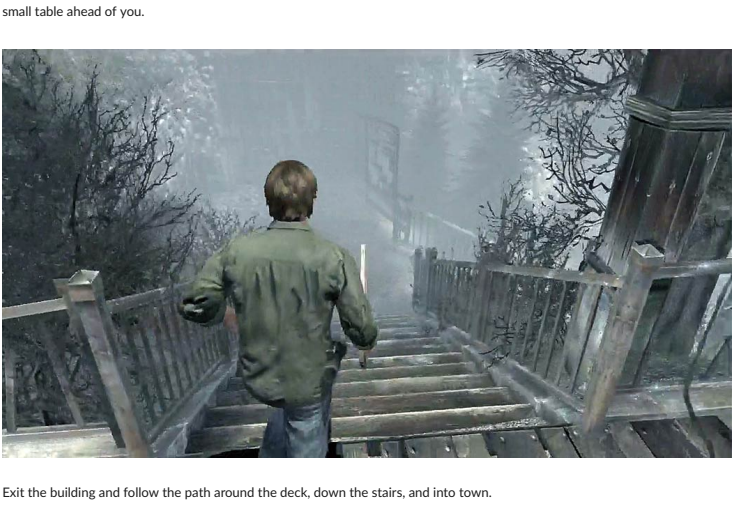
Follow the path through the corridor, across the bridge, and into a crumbling building.



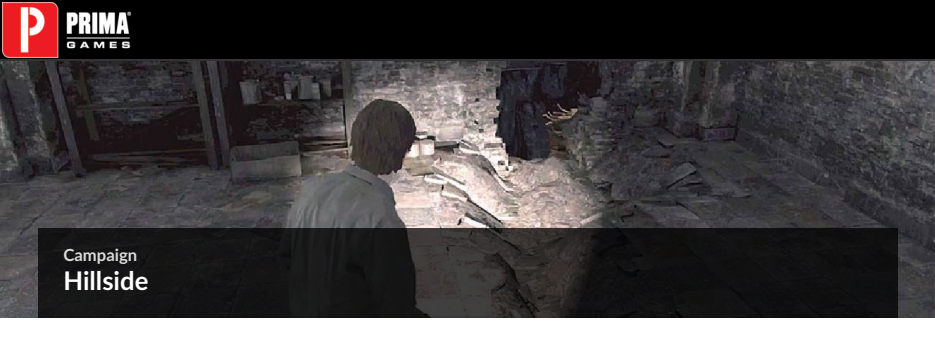
As you enter the building, hook around the railing on your left and search the rubble on the ground for a new Flashlight.



When you're done exploring the area, hop over the counter near the center of the building and collect the town maps from the small table ahead of you.

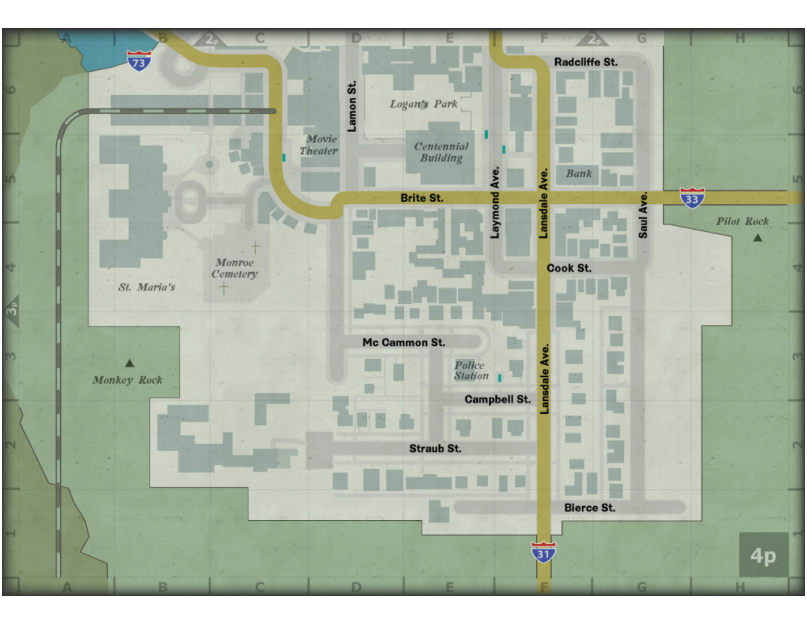


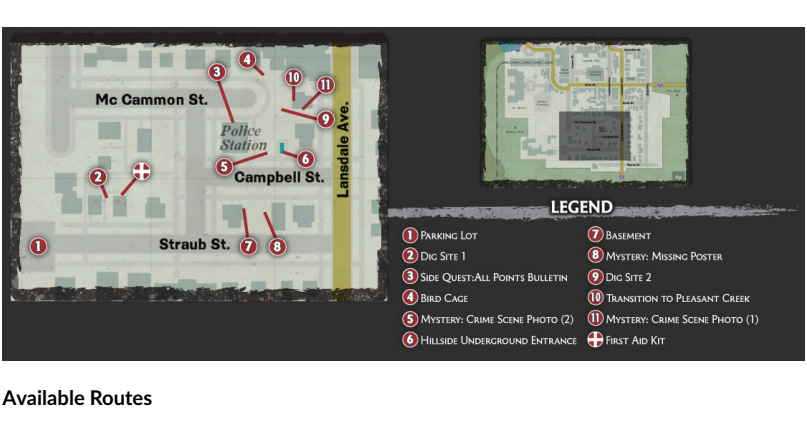
Exit the building and follow the path around the deck, down the stairs, and into town.



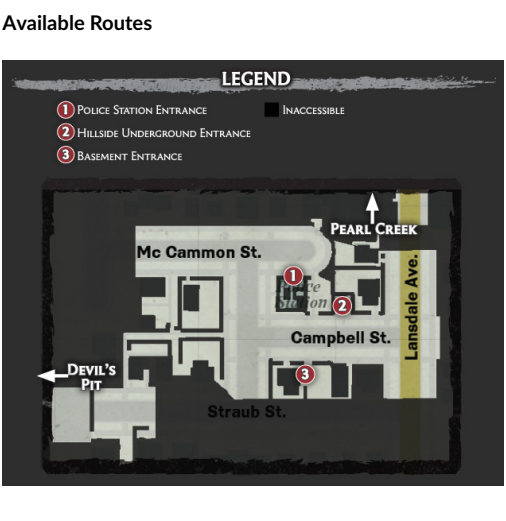
Campaign

Hillside


Radcliffe St.
Logan's Park
Movie Theater
Lamont St.
Centennial Building
Bank
Brite St.
Pilot Rock
Monroe Cemetery
St. Maria's
Cook St.
Laymond Ave.
Lansdale Ave.
Saul Ave.
Mc Cammon St.
Police Station
Monkey Rock
Campbell St.
Straub St.
Bierce St.
4p


Mc Cammon St.
Police Station
Campbell St.
Straub St.
Lansdale Ave.
LEGEND
1 Parking Lot
2 Dig Site 1
3 Side Quest: All Points Bulletin
4 Bird Cage
5 Mystery: Crime Scene Photo (2)
6 Hillside Underground Entrance
7 Basement
8 Mystery: Missing Poster
9 Dig Site 2
10 Transition to Pleasant Creek
11 Mystery: Crime Scene Photo (1)
First Aid Kit

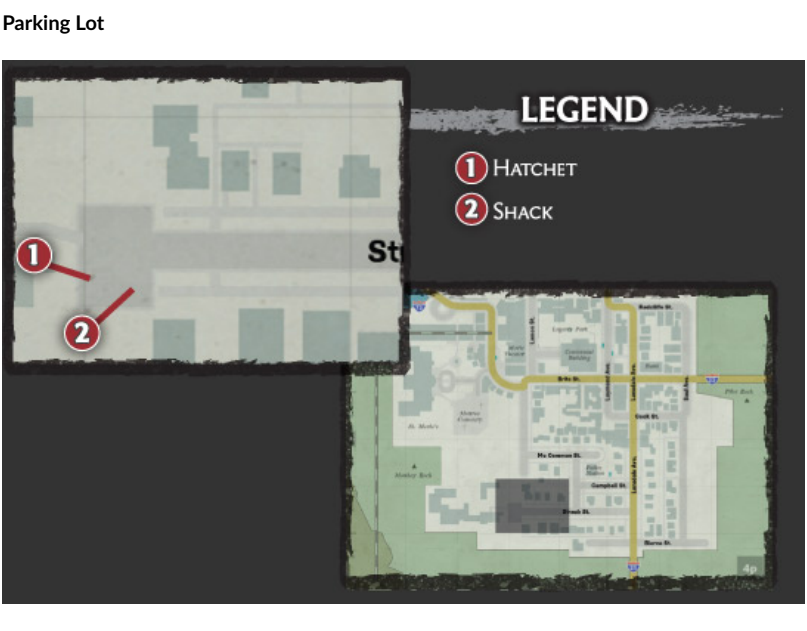
Available Routes


LEGEND
1 Police Station Entrance
2 Hillside Underground Entrance
3 Basement Entrance
Inaccessible
Pearl Creek
Mc Cammon St.
Campbell St.
Lansdale Ave.
Devil's Pit
Straub St.

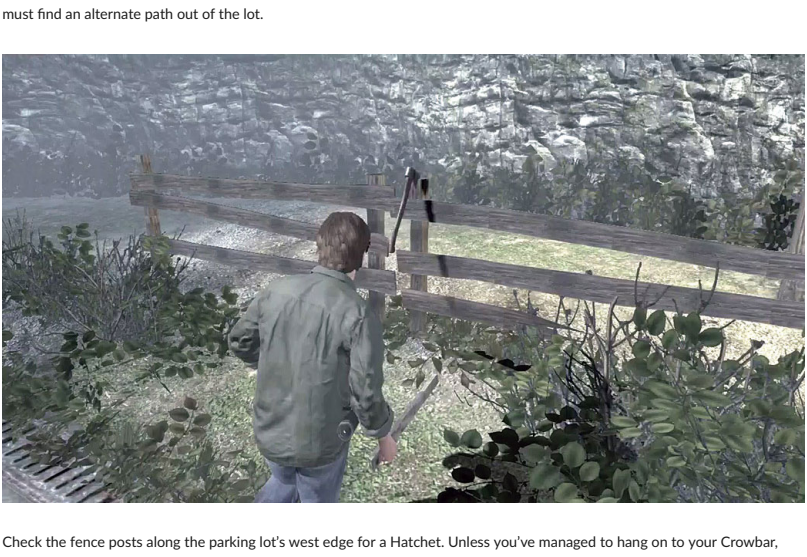
TIP

Sinkholes, barricades, and limited visibility can make navigating new areas very difficult. Learning the available routes through each neighborhood makes outdoor exploration much safer.

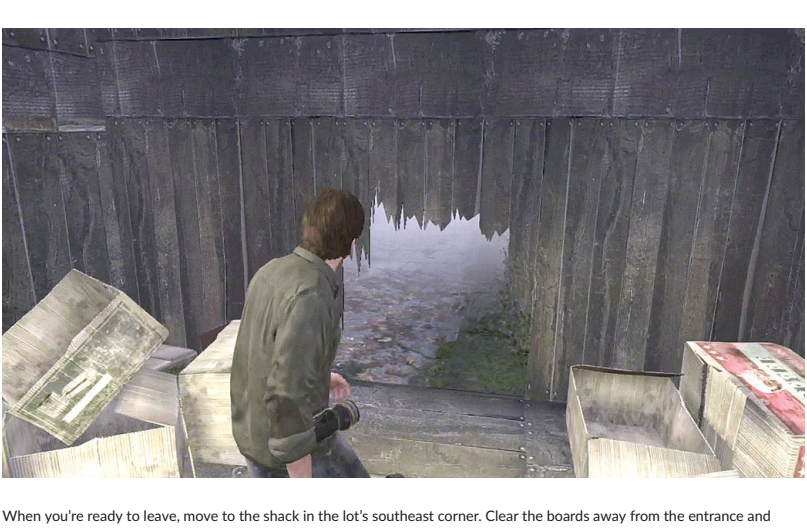
Parking Lot


LEGEND
1 Hatchet
2 Shack

The stairs from Devil's Pit lead you down to a large parking lot on the edge of town. The driveway has been sealed, so you must find an alternate path out of the lot.



Check the fence posts along the parking lot's west edge for a Hatchet. Unless you've managed to hang on to your Crowbar, grab this weapon before you explore the rest of the lot.



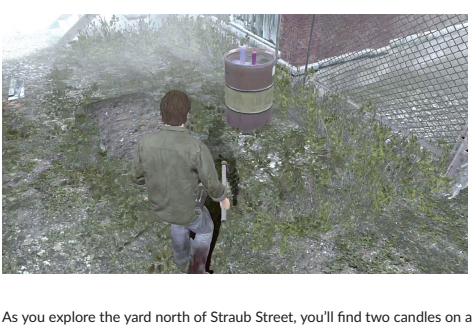
When you're ready to leave, move to the shack in the lot's southeast corner. Clear the boards away from the entrance and head inside.

Continue through the hole in the wall to reach the street outside. You're now free to explore all of Hillside.

TIP

When you search the yard north of Straub Street, also check the porches for a First Aid Kit.

Dig Site 1



As you explore the yard north of Straub Street, you'll find two candles on a barrel near a suspicious mound of earth. This is the first of seven locations related to a special side quest.

After you complete the game, you gain access to the "Digging up the Past" side quest. Once you've done so, start a new game and return to the town. Use a Shovel to recover a Silent Hill Artifact from each dig site.

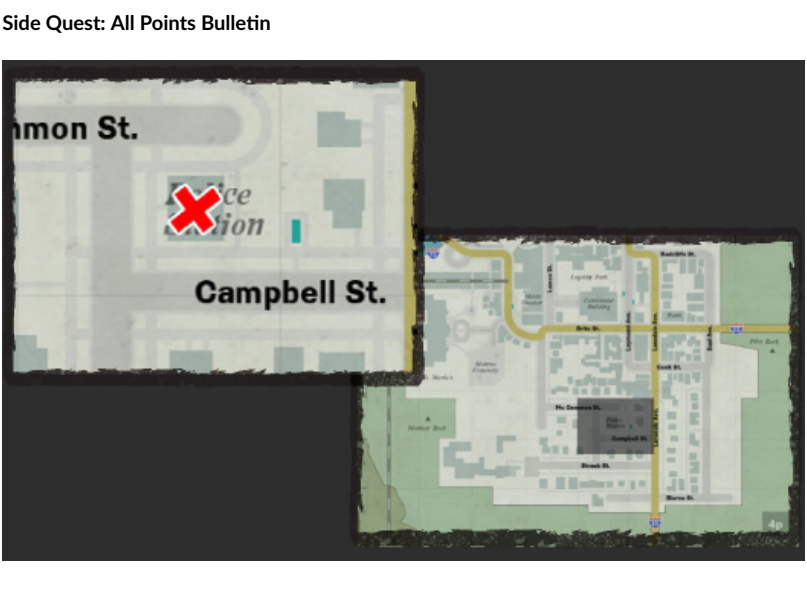
NOTE

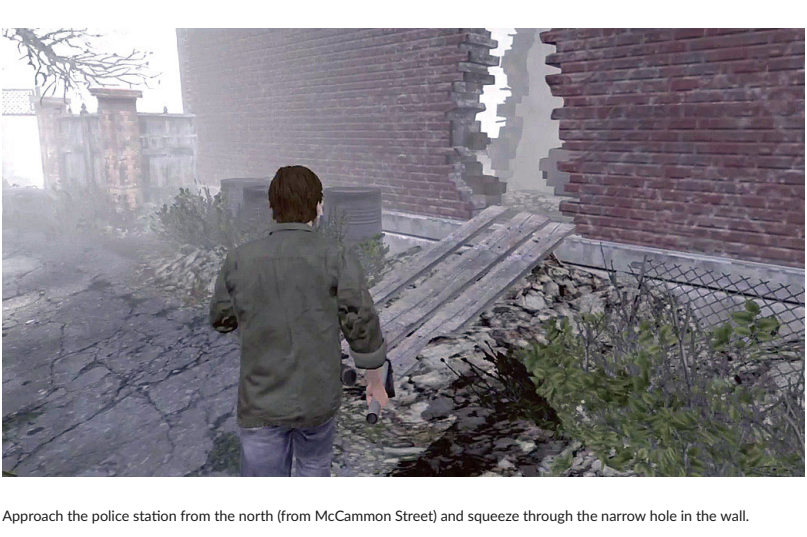
Full details for the "Digging up the Past" side quest can be found at the end of the walkthrough.

While you explore the streets, beware of random creature spawns. Make sure you're carrying a weapon in good condition, avoid standing still for too long, and seek shelter at the first signs of rain.

When you first enter the town, you must also watch the streets for police cars. If you see one coming toward you, find somewhere to hide from its spotlight.

Side Quest: All Points Bulletin

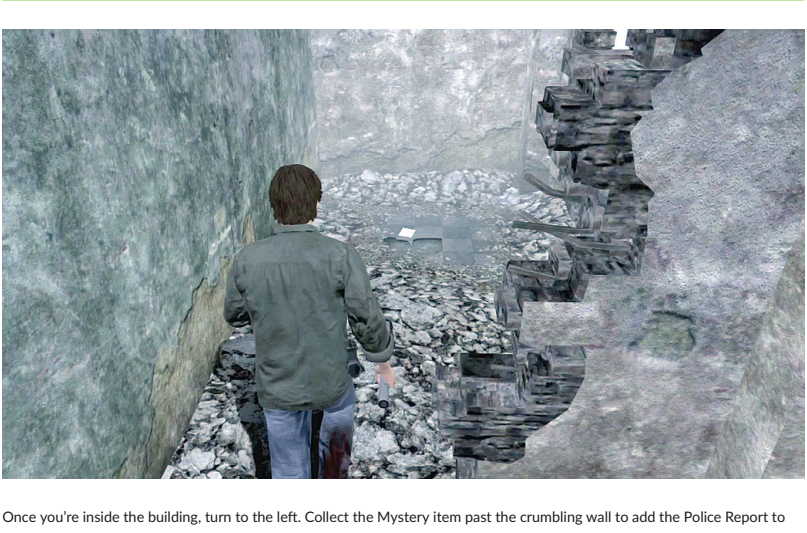

Mc Cammon St.
Police Station
Campbell St.



Approach the police station from the north (from McCammon Street) and squeeze through the narrow hole in the wall.

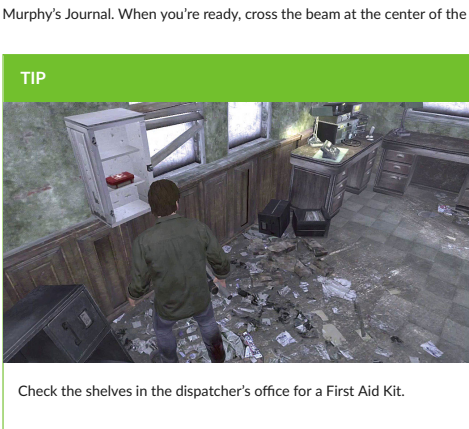
TIP

Each area of the police station contains at least one useful object.

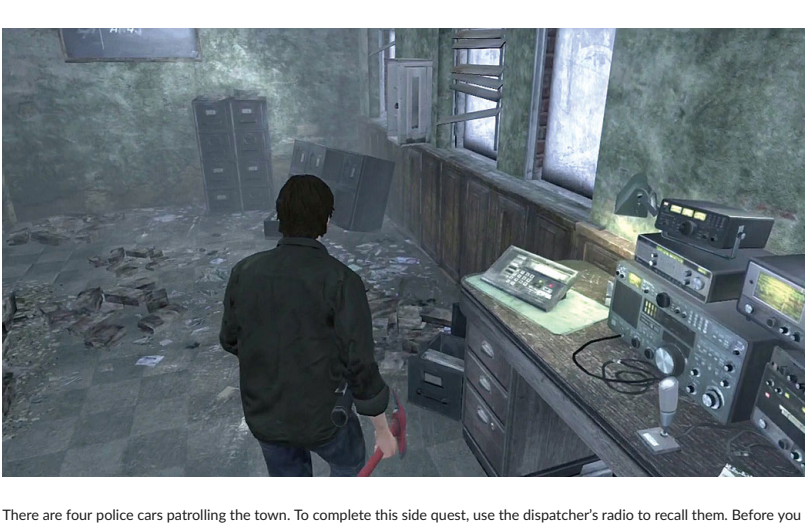


Once you're inside the building, turn to the left. Collect the Mystery item past the crumbling wall to add the Police Report to Murphy's Journal. When you're ready, cross the beam at the center of the building to reach the dispatcher's office.

TIP

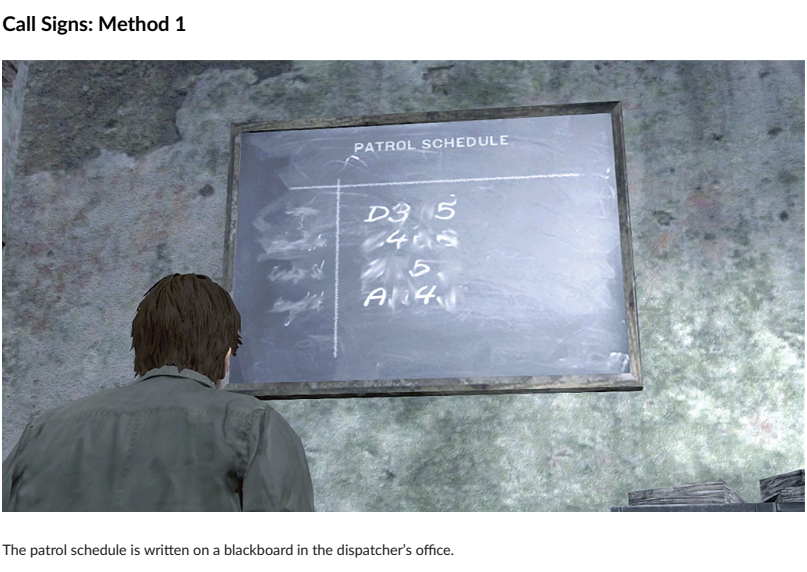


Check the shelves in the dispatcher's office for a First Aid Kit.



There are four police cars patrolling the town. To complete this side quest, use the dispatcher's radio to recall them. Before you can do so, however, you must determine each car's call sign.

Call Signs: Method 1


PATROL SCHEDULE
D3 5
46 8
5
A 4

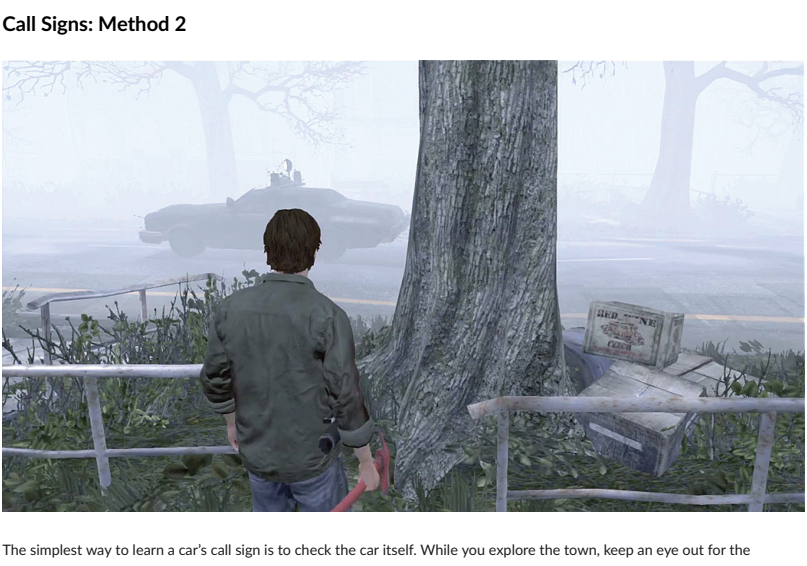
The patrol schedule is written on a blackboard in the dispatcher's office.

The call signs are incomplete, but the available numbers are arranged in a specific pattern; use the established pattern in each column of numbers to determine the missing digits.

NOTE

Your chosen puzzle difficulty determines how much of each call sign can be read on the blackboard.

Call Signs: Method 2



The simplest way to learn a car's call sign is to check the car itself. While you explore the town, keep an eye out for the patrolling cars.

When you spot one, get in close enough to read the call sign displayed on the quarter panel (on the side of the body, near the rear of the car).

Once you have the call sign, return to the police station and enter the call sign to recall the car.

NOTE

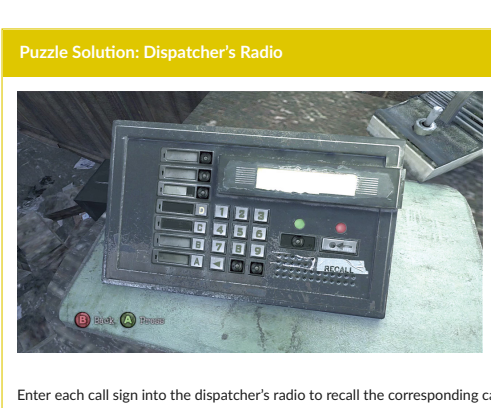
Each police car is assigned to a different section of the town. Once you recall a car, you won't spot another one in the area.

Caution

If you're close enough to read a car's call sign, you're certainly close enough to be spotted. This can result in some fairly intense encounters.

Read the number before the car vanishes, and take care to remember it on your way back to the police station.

Puzzle Solution: Dispatcher's Radio

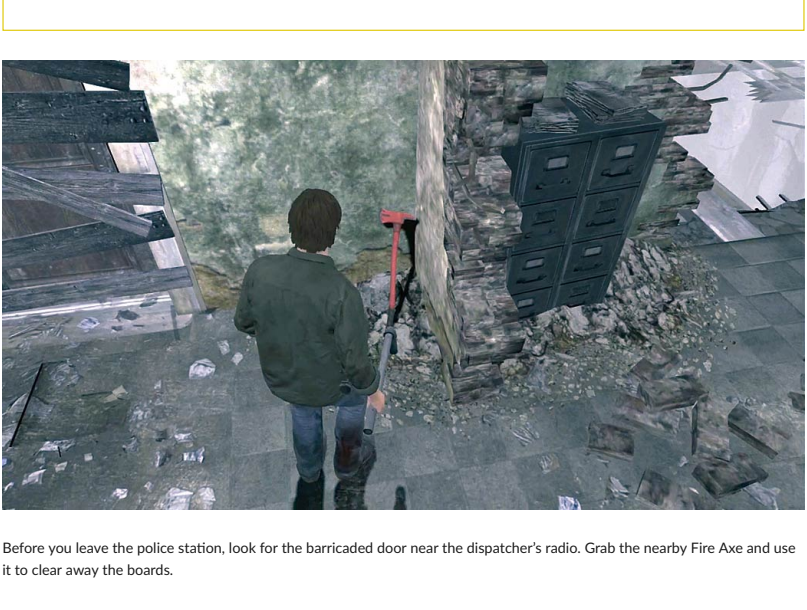


Enter each call sign into the dispatcher's radio to recall the corresponding car. Select a letter, input the three numbers that follow, then hit the Recall button to issue the order.

The call signs are the same for all puzzle difficulties:

- D375
- C466
- B557
- A448

Recall all four cars to complete the side quest.



Before you leave the police station, look for the barricaded door near the dispatcher's radio. Grab the nearby Fire Axe and use it to clear away the boards.

As you pass through the door, check the floor in front of you for a Mystery item. Collect it to add the Crime Survey to Murphy's Journal.

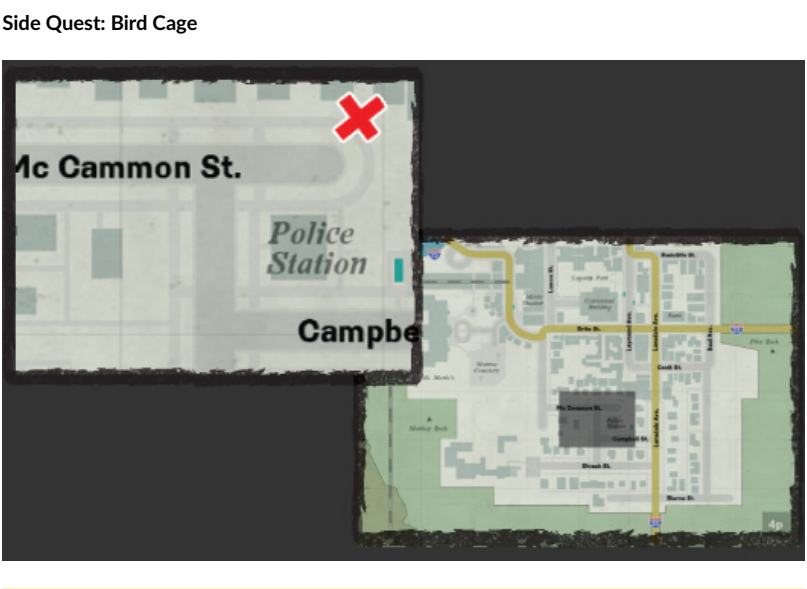
This area also contains a radio and a Painting needed for another side quest.

Painting: "Despair"

Collect the Painting in the police station to add "Despair" to your inventory. This is one of six paintings scattered around the town.

Collect these important items for use in "The Art Collector" side quest, located in Pearl Creek.

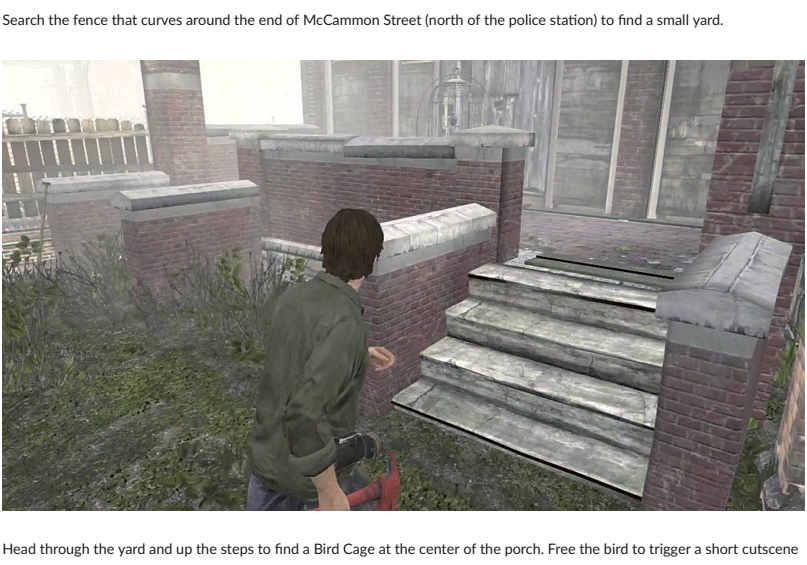
Side Quest: Bird Cage


Mc Cammon St.
Police Station
Campbe

NOTE

The "Bird Cage" side quest doesn't have a primary location, but Hillside contains your earliest opportunity to start it.

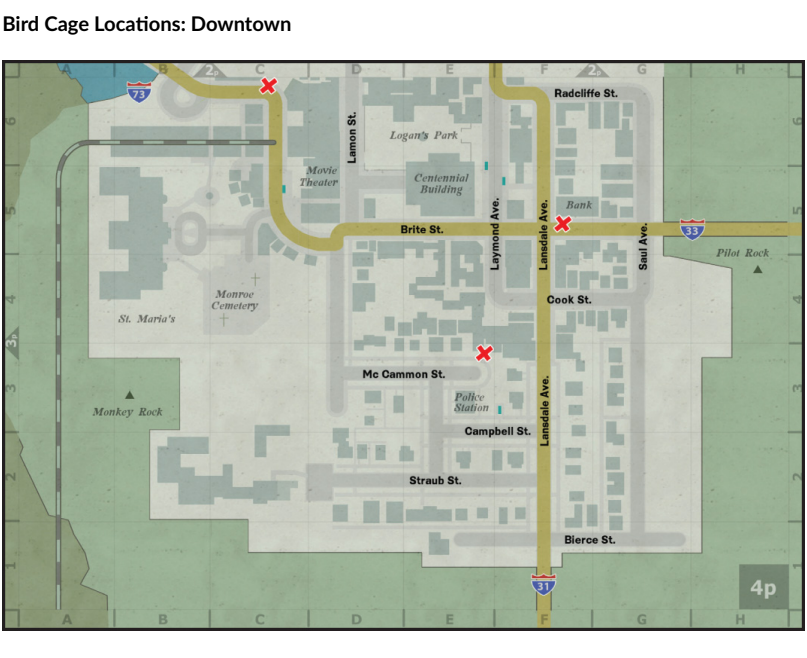
Search the fence that curves around the end of McCammon Street (north of the police station) to find a small yard.



Head through the yard and up the steps to find a Bird Cage at the center of the porch. Free the bird to trigger a short cutscene and begin the "Bird Cage" side quest.

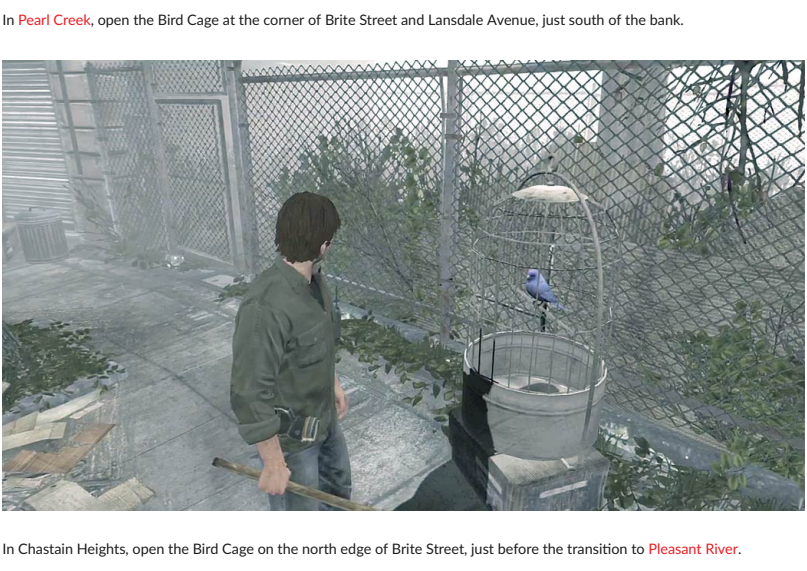
There are a total of five Bird Cages located throughout the city. To complete the side quest, you must simply find and open all of them.

Bird Cage Locations: Downtown


Radcliffe St.
Brite St.
Cook St.
Mc Cammon St.
Campbell St.
Straub St.
Bierce St.
4p

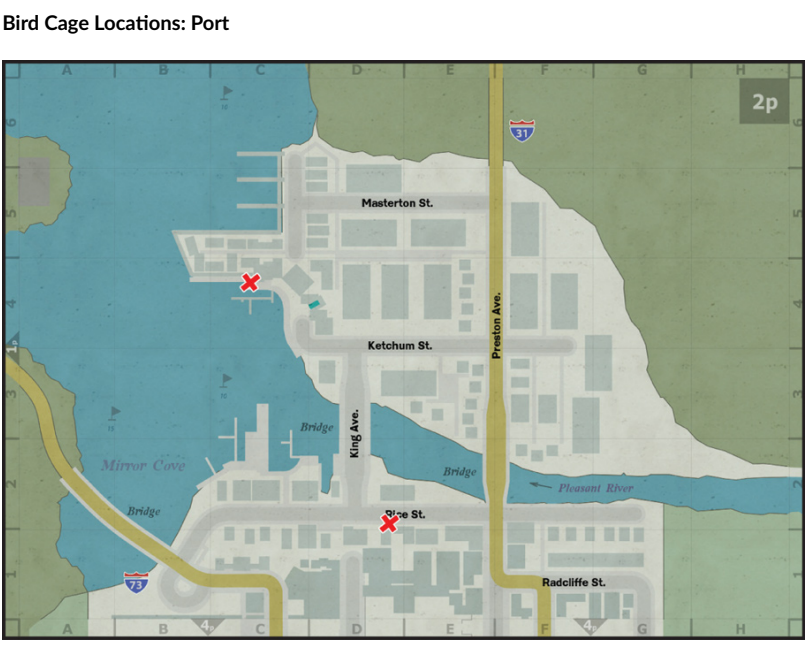
In Hillside, open the Bird Cage in the small yard north of the police station.

In Pearl Creek, open the Bird Cage at the corner of Brite Street and Lansdale Avenue, just south of the bank.

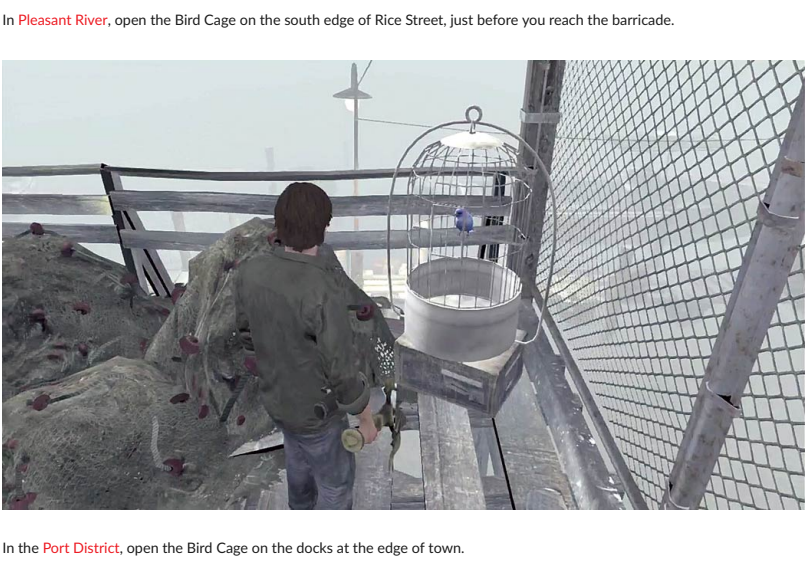


In Chastain Heights, open the Bird Cage on the north edge of Brite Street, just before the transition to Pleasant River.

Bird Cage Locations: Port

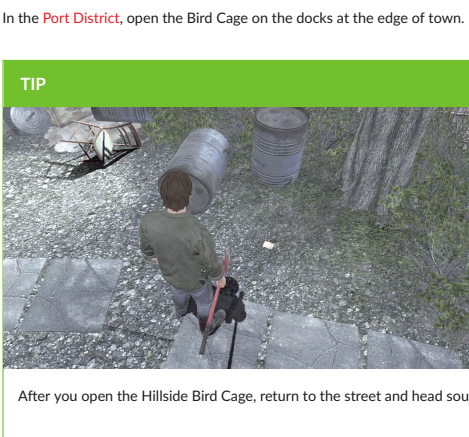

2p
Waterfront St.
Ketchum St.
Rice St.

In Pleasant River, open the Bird Cage on the south edge of Rice Street, just before you reach the barricade.



In the Port District, open the Bird Cage on the docks at the edge of town.

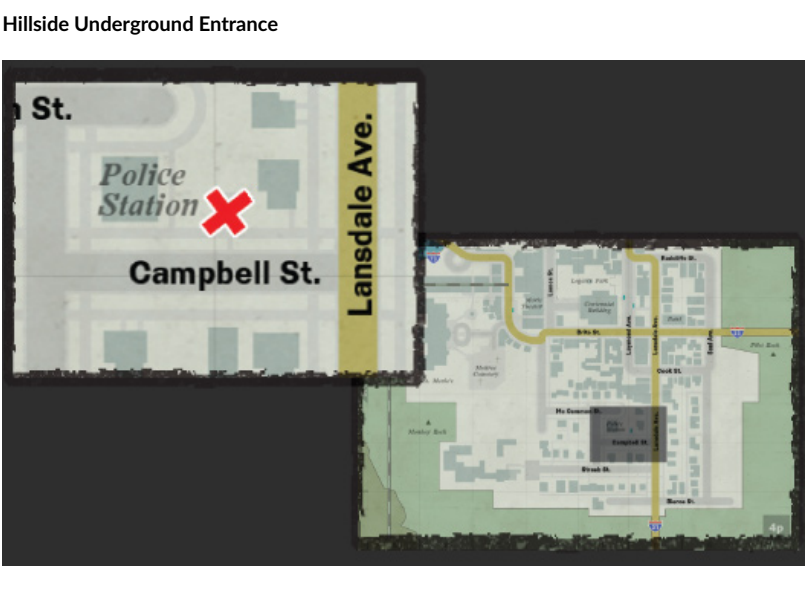
TIP

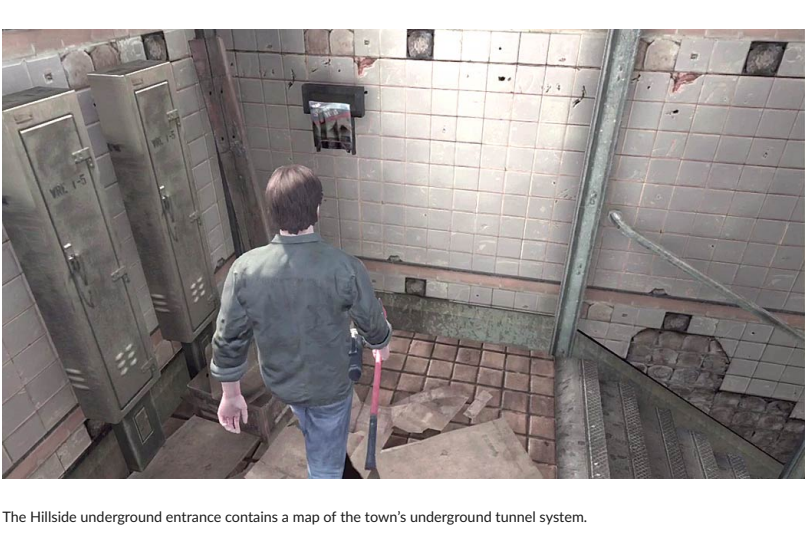


After you open the Hillside Bird Cage, return to the street and head south to find a yard next to the police station.

This yard not only serves as an alternate route to Campbell Street, it contains a Mystery item. Search the yard's southeast corner to find a Crime Scene Photo on the ground.

Hillside Underground Entrance


St.
Police Station
Campbell St.
Lansdale Ave.

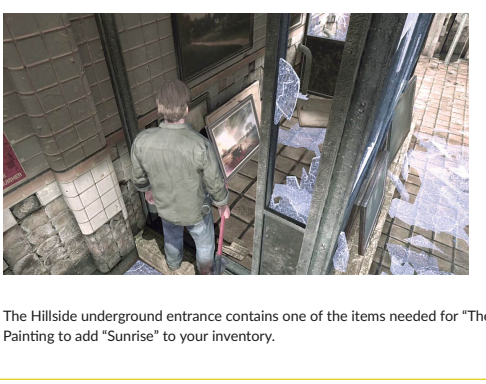


The Hillside underground entrance contains a map of the town's underground tunnel system.

You must complete a related side quest before you can make use of these shortcuts, but it's worth exploring each entrance you find.

Aside from providing emergency shelter and fresh weapons, some underground entrances contain quest items.

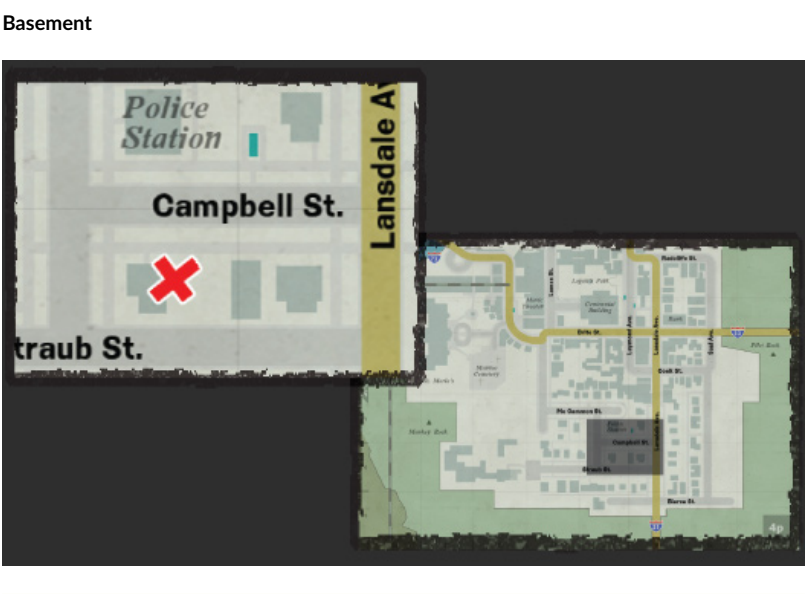
Painting: "Sunrise"



The Hillside underground entrance contains one of the items needed for "The Art Collector" side quest. Collect this Painting to add "Sunrise" to your inventory.

There's a dangerous enemy hidden in the Hillside underground entrance. If you choose to fully explore the area, turn on your Flashlight and be ready to defend yourself.

Basement


Police Station
Campbell St.
Lansdale A
traub St.

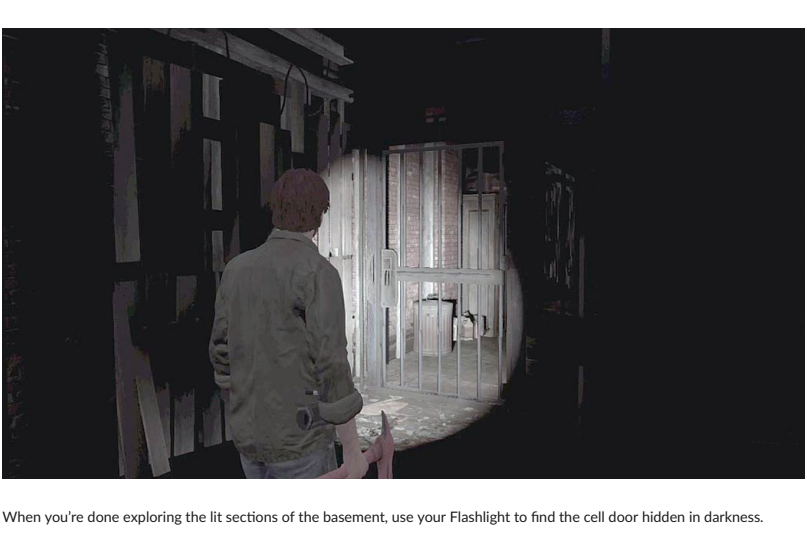
NOTE

The basement in Hillside isn't related to any quests, but it does contain some worthwhile items.

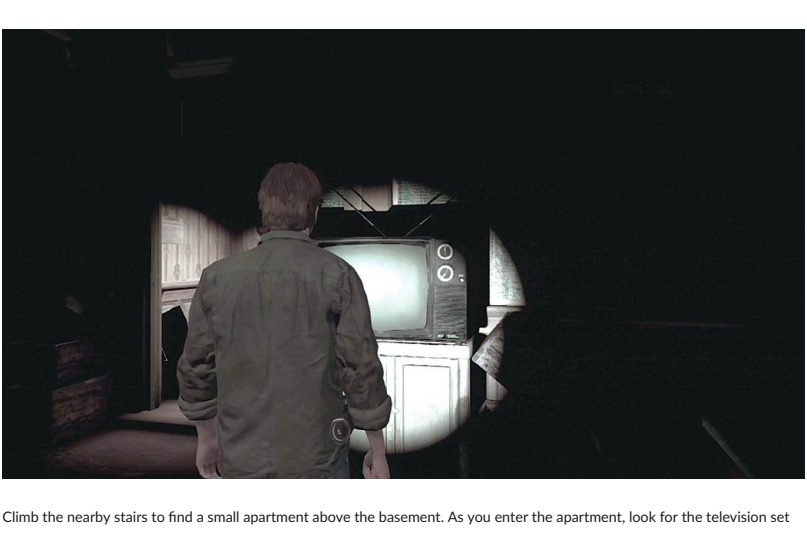
Explore the yards along the south edge of Campbell Street to find a lit window at the base of a brick house. To enter the basement, simply examine the window.

TIP

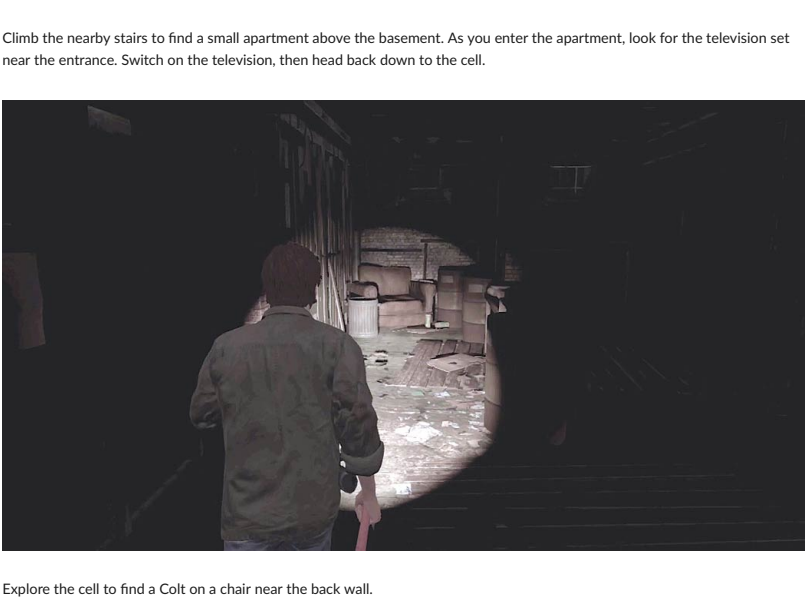
The basement is the most effective shelter available in Hillside. While you explore the neighborhood, try to remember the route back to this location.



When you're done exploring the lit sections of the basement, use your Flashlight to find the cell door hidden in darkness. Before you can enter the cell, you must find a way to unlock it.



Climb the nearby stairs to find a small apartment above the basement. As you enter the apartment, look for the television set near the entrance. Switch on the television, then head back down to the cell.



Explore the cell to find a Colt on a chair near the back wall.

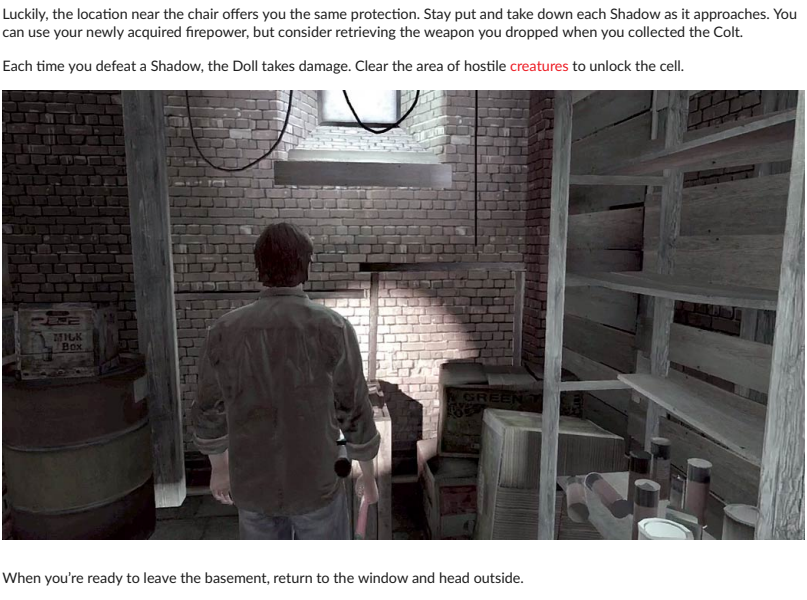
When you take the Colt, the cell door slams shut and a Doll appears in the room. Rather than engage you directly, Dolls spawn Shadows to fight for them.

Shadows are nearly invisible in normal light. In darkness, however, the beam from your Flashlight reveals their silhouettes.

In most situations, it's best to damage the Doll directly. However, the cell's layout makes it very difficult to reach the Doll without engaging its Shadows.

Luckily, the location near the chair offers you the same protection. Stay put and take down each Shadow as it approaches. You can use your newly acquired firepower, but consider retrieving the weapon you dropped when you collected the Colt.

Each time you defeat a Shadow, the Doll takes damage. Clear the area of hostile creatures to unlock the cell.

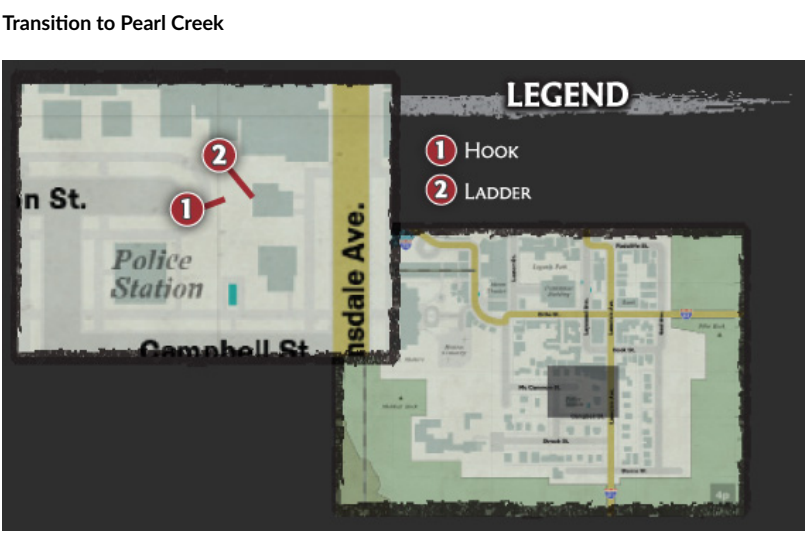


When you're ready to leave the basement, return to the window and head outside.

TIP

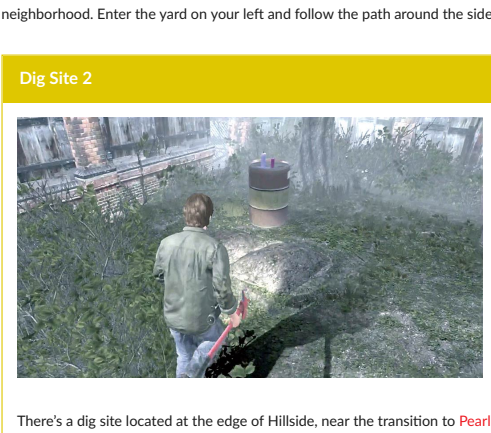
There's a Mystery item in the yard near the basement window. Before you leave the area, make sure you collect the Missing Poster on the ground near the sandbox.

Transition to Pearl Creek


LEGEND
1 Hook
2 Ladder
n St.
Police Station
Campbell St.
nsdale Ave.

When you're ready to leave Hillside, head north on Lansdale Avenue until you reach the chasm at the edge of the neighborhood. Enter the yard on your left and follow the path around the side of the house.

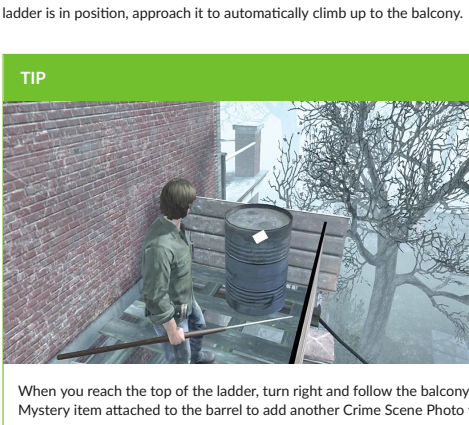
Dig Site 2



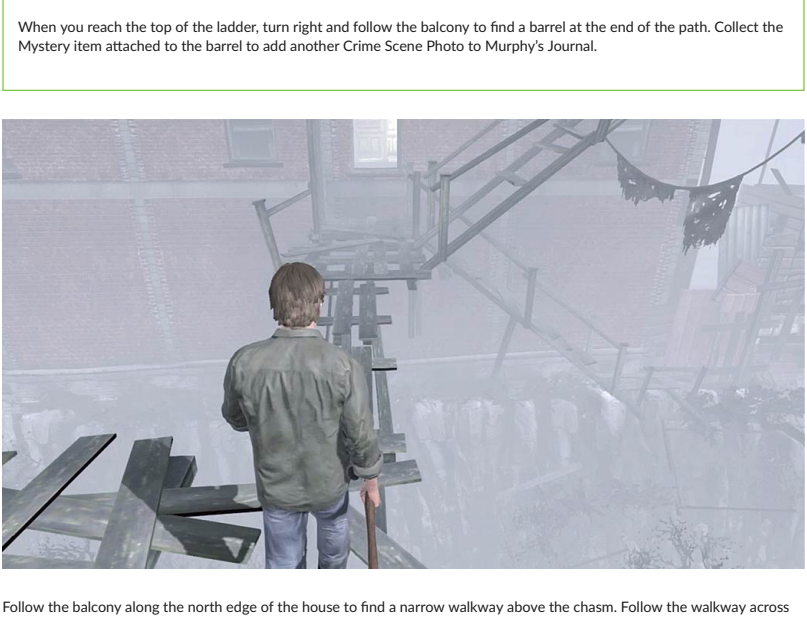
There's a dig site located at the edge of Hillside, near the transition to Pearl Creek. Once you've completed the game, return to this spot and use a Shovel to recover a buried Silent Hill Artifact.

Grab the Hook leaning against the bench behind the house, then use it to pull down the house's retractable ladder. Once the ladder is in position, approach it to automatically climb up to the balcony.

TIP



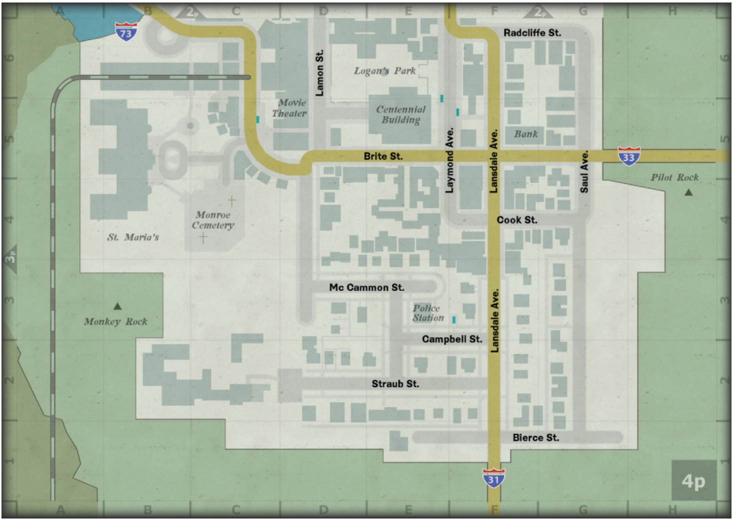
When you reach the top of the ladder, turn right and follow the balcony to find a barrel at the end of the path. Collect the Mystery item attached to the barrel to add another Crime Scene Photo to Murphy's Journal.



Follow the balcony along the north edge of the house to find a narrow walkway above the chasm. Follow the walkway across the chasm, then climb through the open window to enter Pearl Creek.

Campaign

Pearl Creek

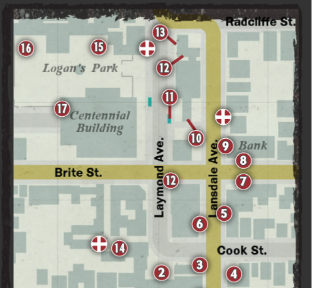

A
B
C
D
E
F
G
H
2p
2p
3p
4p
1
2
3
4
5
6
73
33
31
Radcliffe St.
Lamon St.
Logan's Park
Movie Theater
Centennial Building
Bank
Brite St.
Laymond Ave.
Lansdale Ave.
Saul Ave.
Pilot Rock
Cook St.
Monroe Cemetery
St. Maria's
Mc Cammon St.
Police Station
Campbell St.
Monkey Rock
Straub St.
Bierce St.

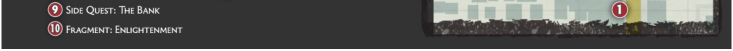
LEGEND

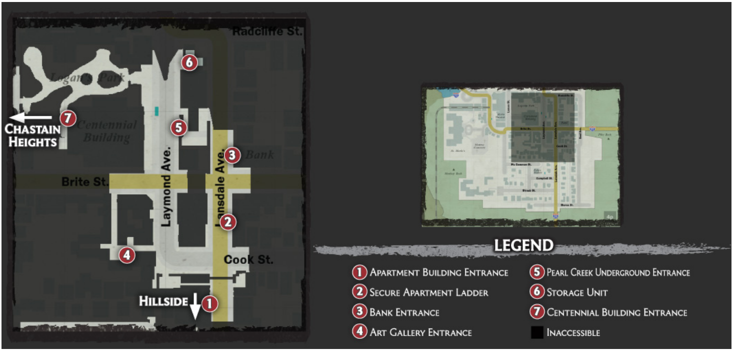
1. Side Quest: Stolen Goods
2. Dig Site 3
3. Fragment: Healing
4. Shadow Symbol: Healing
5. Secure Apartment
6. Side Quest: Ribbons
7. Mystery: Newspaper Article (Riot)
8. Bird Cage

11. Side Quest: Homeless
12. Storage Unit
13. Mystery: Addressed Envelope
14. Side Quest: The Art Collector
15. Silent Hill Artifact: Child's Kite
16. Dig Site 4
17. Centennial Building Entrance

➕ First Aid Kit


Radcliffe St.
16
15
13
12
Logan's Park
11
17
Centennial Building
10
9
Bank
8
Brite St.
Laymond Ave.
Lansdale Ave.
12
7
6
5
14
Cook St.
2
3
4

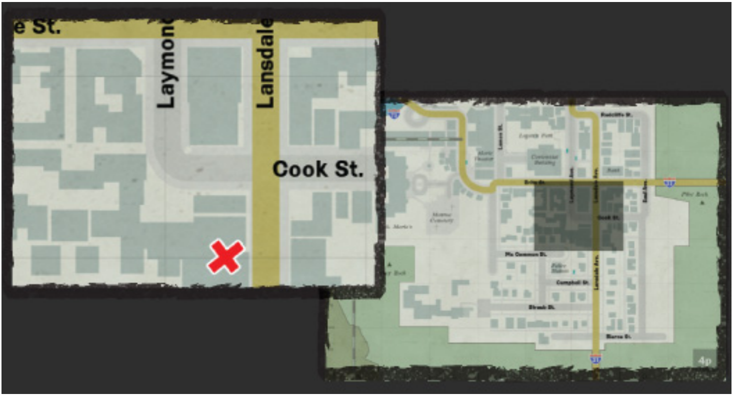

⑨ Side Quest: The Bank
⑩ Fragment: Enlightenment
①


Radcliffe St.
Logan's Park
Centennial Building
Chastain Heights
Bank
Brite St.
Laymond Ave.
Lansdale Ave.
Cook St.
Hillside
①
②
③
④
⑤
⑥
⑦
LEGEND
① Apartment Building Entrance
② Secure Apartment Ladder
③ Bank Entrance
④ Art Gallery Entrance
⑤ Pearl Creek Underground Entrance
⑥ Storage Unit
⑦ Centennial Building Entrance
■ Inaccessible

NOTE

The Centennial Building holds the next phase of the game's story. You must enter the building and complete a series of objectives before you can access the rest of the town.

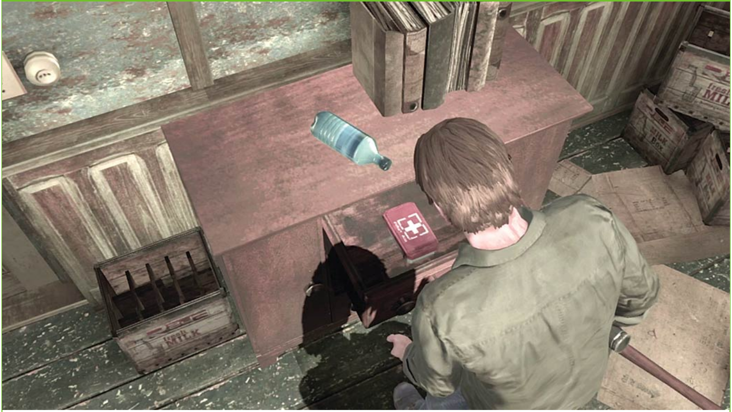
Side Quest: Stolen Goods


e St.
Laymond
Lansdale
Cook St.

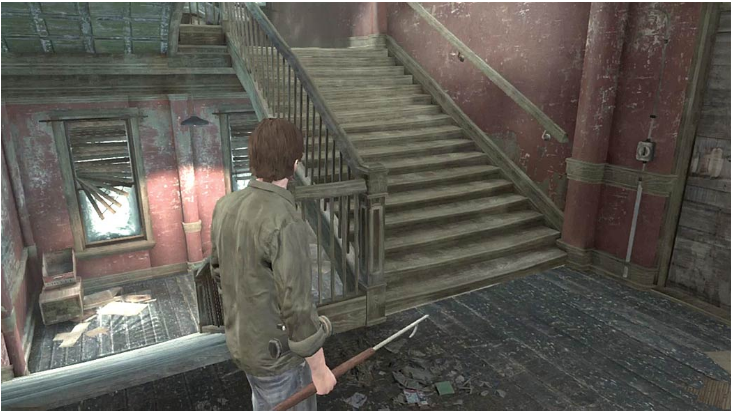
The “Stolen Goods” side quest takes place in the apartment building by which you enter Pearl Creek.

After you climb in through the window, follow the path through the apartment and out to the hallway.

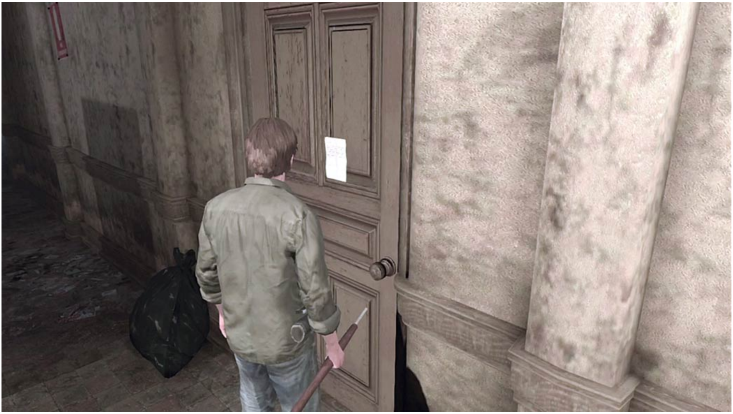
TIP



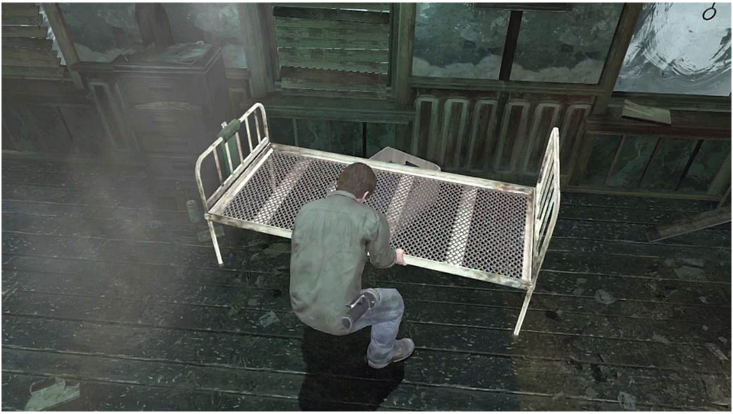
Make sure you check the dresser near the first door for a First Aid Kit.



As you exit the first apartment, turn left and follow the hallway to the building's staircase. You've entered the building through a second-story window. Before you head down to the streets of Pearl Creek, climb the stairs up to the third floor.

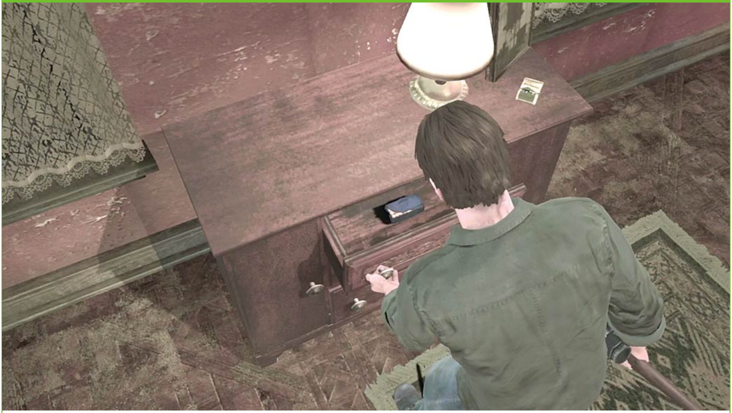


Turn into the hallway at the top of the stairs and walk to the first door on your right. Collect the Mystery item posted on the door to add the Threatening Letter to Murphy's Journal, then open the door and head into the thief's apartment.



When you're finished exploring the thief's apartment, pull the bed frame away from the wall to uncover a stash of stolen items. Grab the items from the box to begin the "Stolen Goods" side quest. To complete the quest, you must return all of the items to their rightful owners.

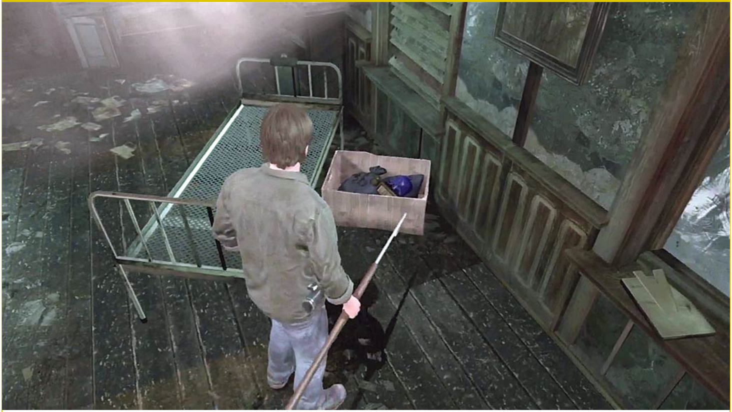
TIP



As you return the stolen items to their proper places, remember to look for useful items. One of the second-floor apartments (located across from the apartment through which you entered the building) has a box of Pistol Bullets stashed in a bedroom dresser.

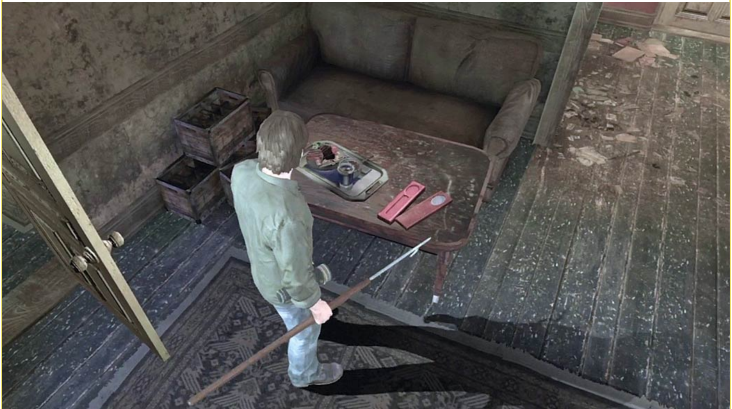
The ground-floor apartment contains one of the six Paintings scattered throughout the town.

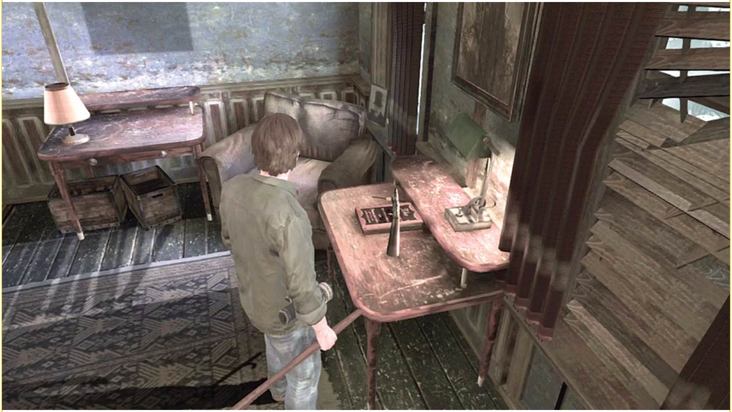
Puzzle Solution: Stolen Goods



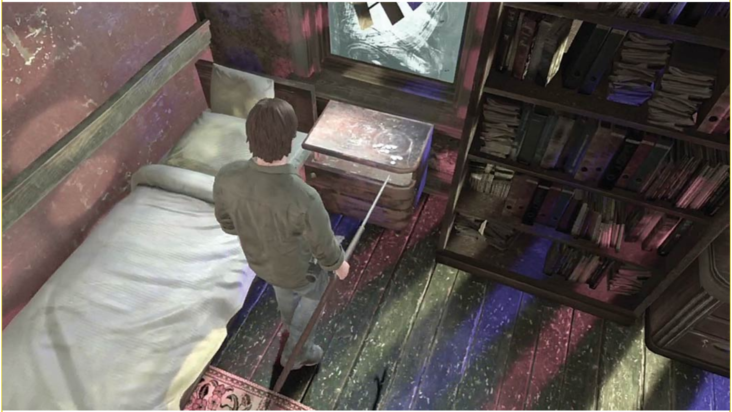
When you examine the stashed items, the Money Box, Locket, War Medal, and Gold Watch are placed in your Inventory. These items all belong to the building's tenants.

To return them, you must place each item in the appropriate location. The steps required to do so are the same for all puzzle difficulties.

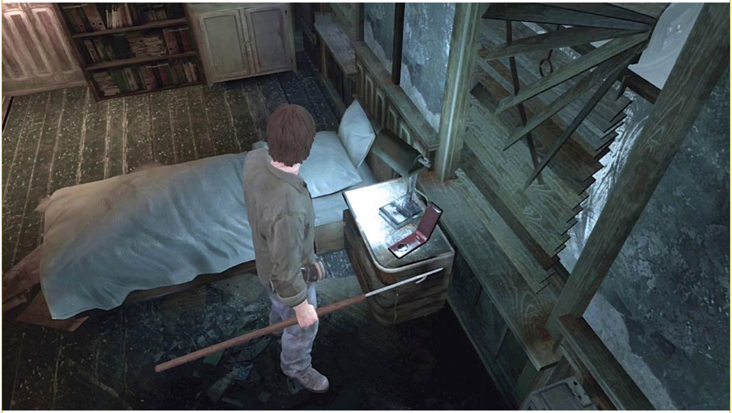




The Locket and Gold Watch both belong on the third floor, across the hall from the thief's apartment. Find the table near the kitchen appliances and place the Locket in the case. Find the desk in the bedroom and place the Gold Watch on the display hand.



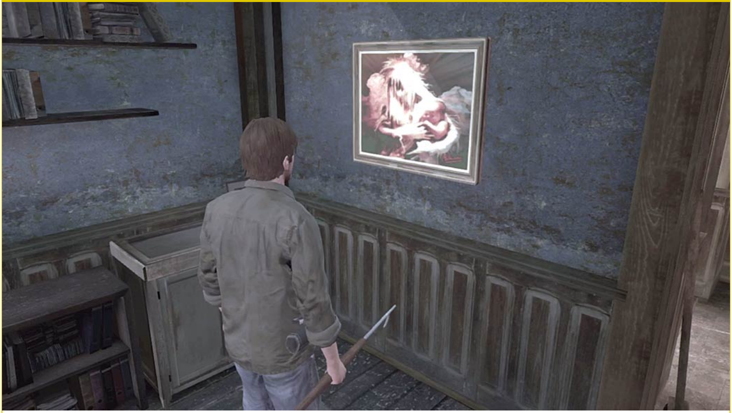
The second-floor apartment across the hall from the Hillside transition contains a child's bedroom. Place the Money Box next to the scattered coins on the nightstand.



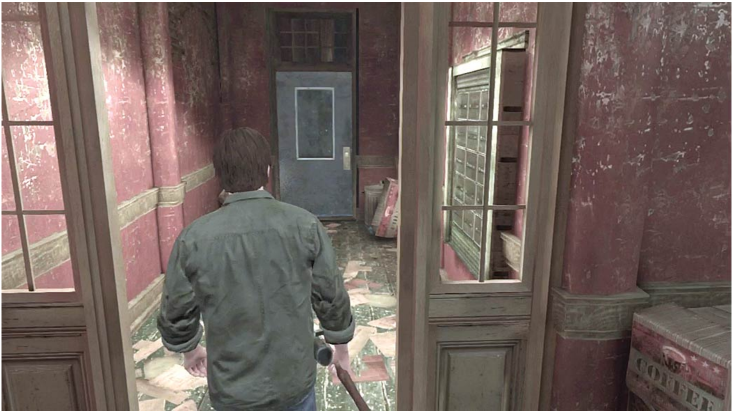
In the ground-floor apartment, place the War Medal in the case on the bedroom nightstand.

Return all four objects to their proper places to complete the side quest. Once you've done so, some new clothes become available. If you wish to change your outfit, return to the thief's bedroom and collect the clothes on the floor.

Painting: "Wonder"

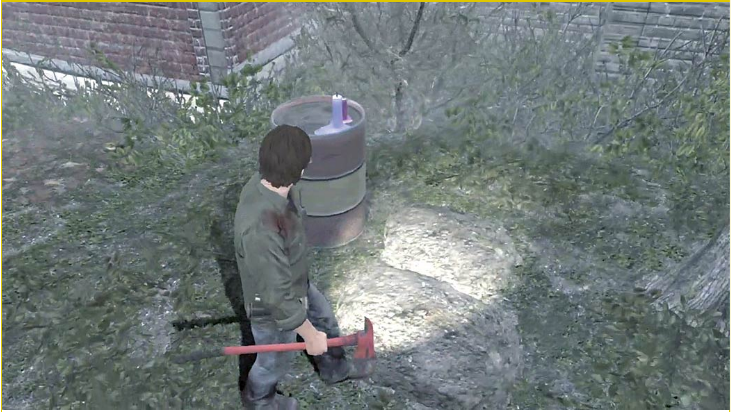


The apartment building contains one of the items needed for "The Art Collector" side quest. Collect the Painting hanging in the ground-floor apartment to add "Wonder" to your inventory.



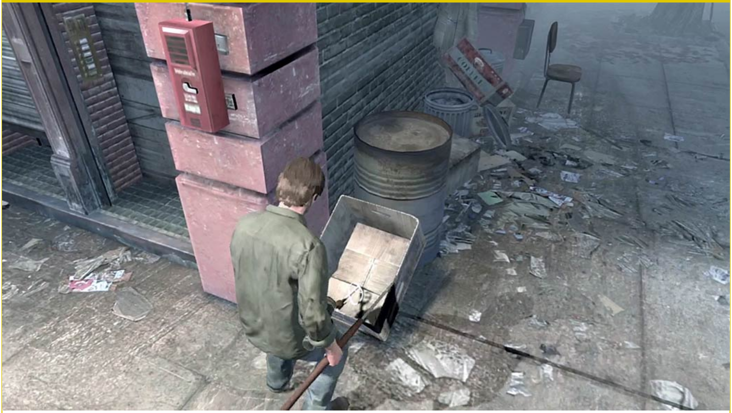
When you're ready to explore the streets of Pearl Creek, approach the mailboxes on the ground floor to trigger a cutscene.

Dig Site 3



There's another dig site located in the playground south of where Cook Street meets Laymond Avenue. Once you've completed the game, return to this spot and use a Shovel to recover a buried Silent Hill Artifact.

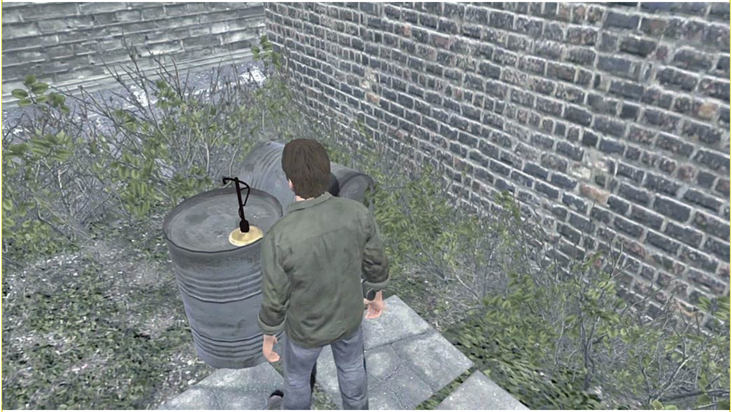
Shadow Symbol: Healing



The cardboard box at the southwest corner of Lansdale Avenue and Cook Street contains an item needed for the "Shadow Play" side quest.

This side quest begins in Chastain Heights, but it can be helpful to collect and place the related quest items as you find them.

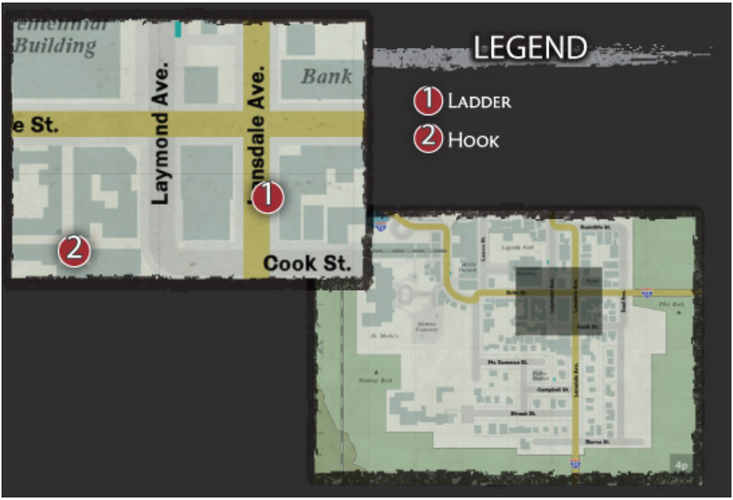
Collect the Healing fragment from the box, then circle back around the building to find the small park south of the large barrier.



Pass through the open gate and approach the barrel ahead of you. There's a small, brass base on top of the barrel. Place the Healing fragment from your Inventory into the base.

Return to this location after you begin the "Shadow Play" side quest.

Secure Apartment

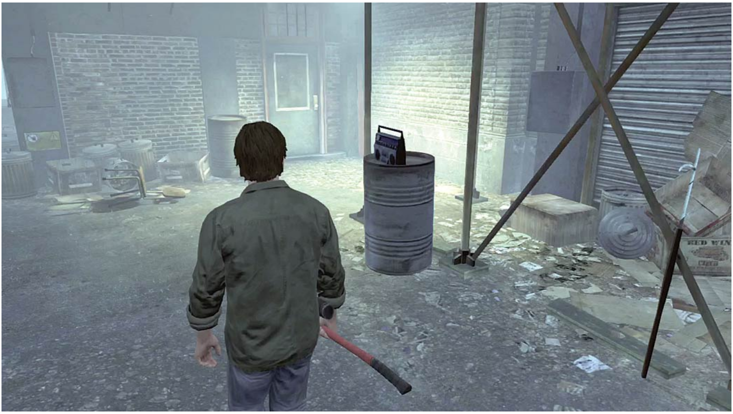

Building
Bank
e St.
Laymond Ave.
nsdale Ave.
Cook St.
1
2
LEGEND
1 Ladder
2 Hook

NOTE

The secure apartment isn't related to any side quests, but it does contain some valuable items.

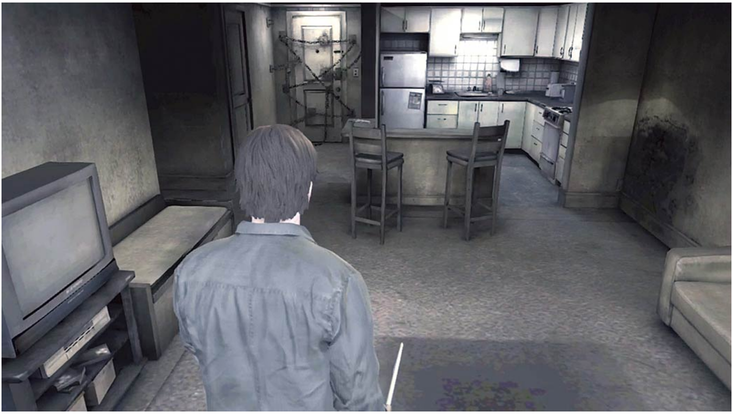
To locate the secure apartment, look for the retractable ladder on the east side of Lansdale Avenue, between Cook Street and Brite Street.

If you've managed to hang on to the Hook you collected in Hillside, use it to pull the ladder down from the fire escape. If you need a fresh Hook, move back down to Cook Street and follow it west.



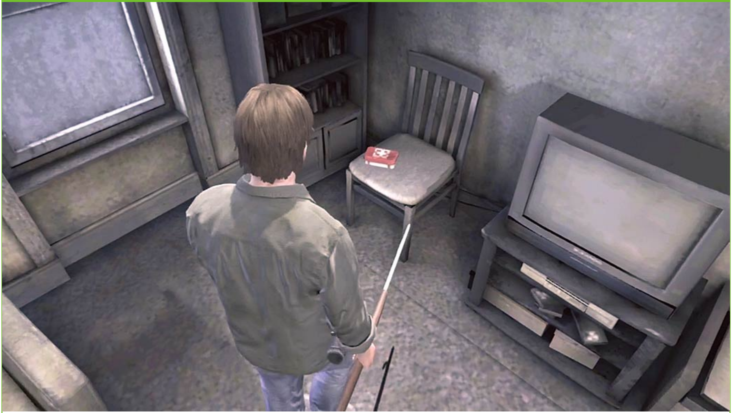
As Cook Street turns north to join Laymond Avenue, enter the narrow alley between the buildings to the west. Grab the Hook leaning against the scaffolding and return to the retractable ladder.

This alley often contains a Weeping Bat. There's no overhead surface for the creature to cling to; use standard melee tactics to defeat it.

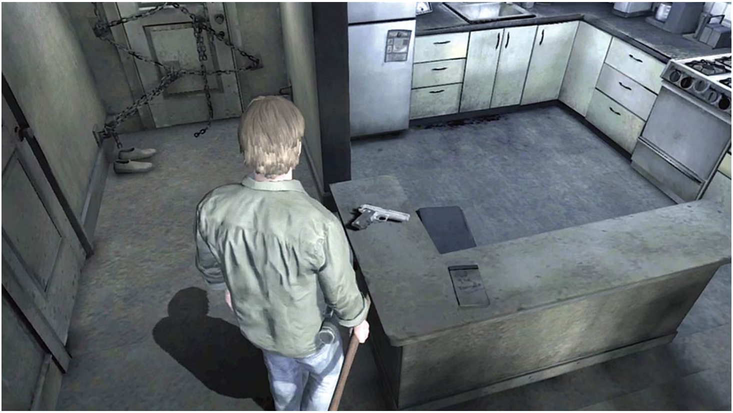


Climb up to the fire escape and use the window on your left to enter the secure apartment. Once inside, explore the room for useful items.

TIP

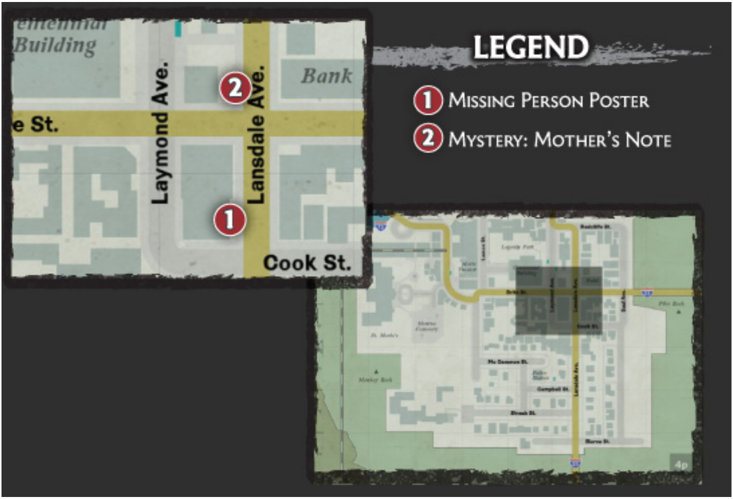


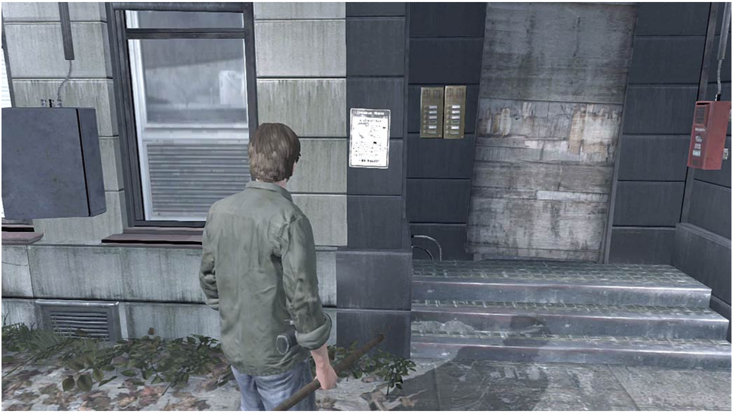
After you enter the secure apartment, check the chair near the window for a First Aid Kit.



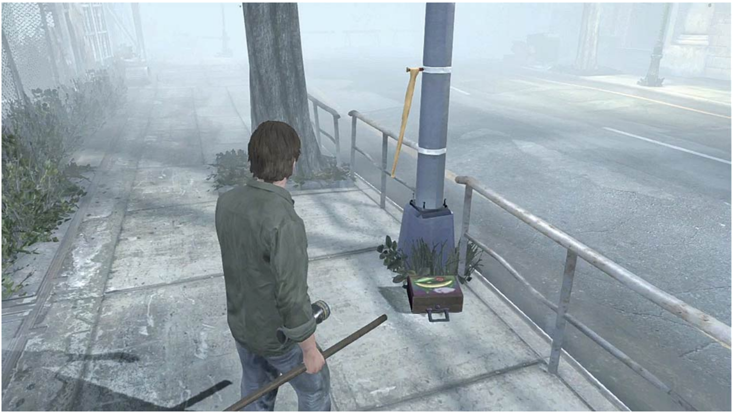
During your search, make sure you collect the Colt from the kitchen counter. When you're ready to leave, climb back out the window and down to the street.

Side Quest: Ribbons


Building
Bank
e St.
Laymond Ave.
Lansdale Ave.
Cook St.
LEGEND
① Missing Person Poster
② Mystery: Mother's Note
4p



Search near the west side of Lansdale Avenue just north of Cook Street to find a missing person poster on the front of the building. Read the poster to begin the "Ribbons" side quest.



After the quest appears in Murphy's Journal, follow Lansdale Avenue north. As you cross Brite Street, search the intersection's northwest corner to find a yellow ribbon tied to a lamppost.

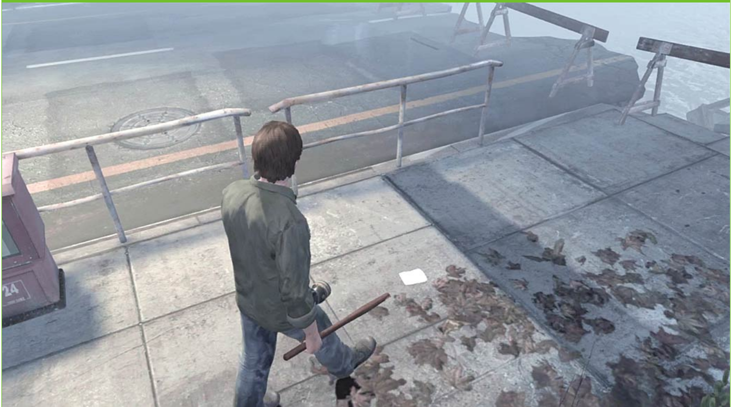
Collect the Mystery item from the lunchbox on the ground to add the Mother's Note to Murphy's Journal.

Using the note's instructions, you must follow the ribbons spread throughout the town.

The marked route takes you clear across town, ending on the docks in Pleasant River. There's no need to follow the exact route, however.

Once you've collected the Mystery item from the lunchbox, the side quest's next component is already in place. It's simpler to resume the "Ribbons" side quest once you have other business in Pleasant River.

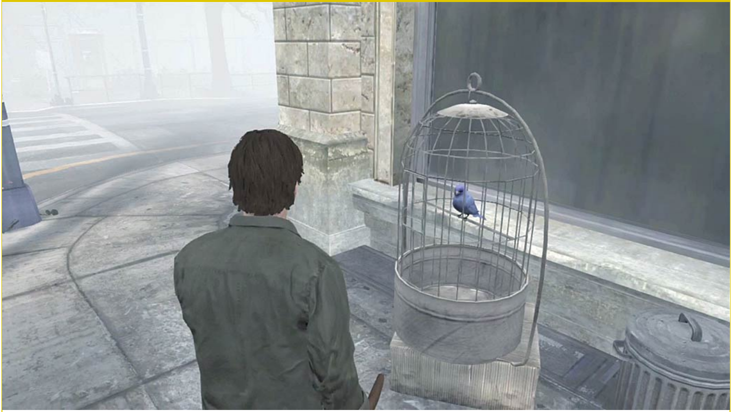
TIP



There are some other important items around this intersection. Before you move on, move east and search the area at the end of Brite Street.

Collect the Mystery item on the sidewalk to the south to add a Newspaper Article (Riot) to Murphy's Journal. Search the sidewalk to the north to find this neighborhood's Bird Cage.

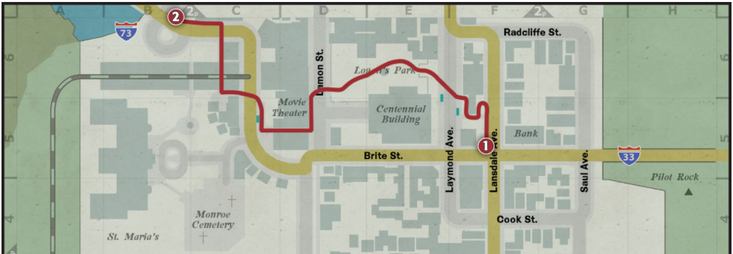
Bird Cage: Pearl Creek

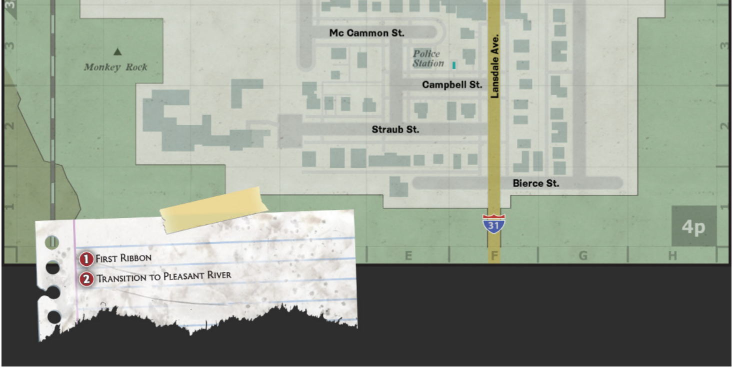


The Pearl Creek Bird Cage is located near the intersection of Lansdale Avenue and Brite Street, just south of the bank. Open the cage to fulfill a requirement of the "Bird Cage" side quest.

Following the Ribbons

Downtown


A
B
C
D
E
F
G
H
2p
2p
2
1
73
33
9
5
4
Radcliffe St.
Lamon St.
Log n's Park
Movie Theater
Centennial Building
Bank
Brite St.
Laymond Ave.
Lansdale Ave.
Saul Ave.
Cook St.
Pilot Rock
Monroe Cemetery
St. Maria's



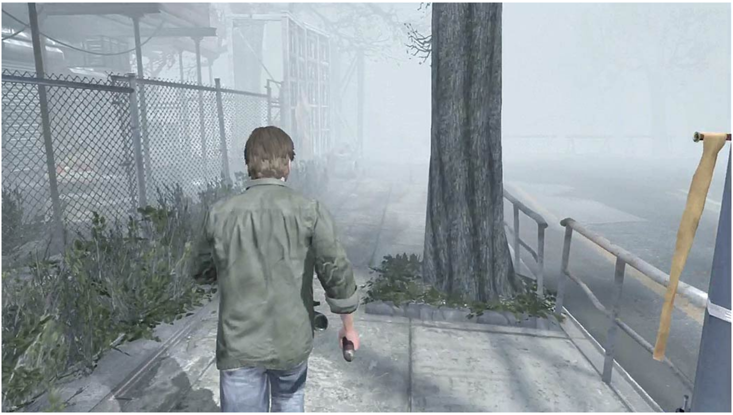
Mc Cammon St.
Police Station
Campbell St.
Lansdale Ave.
Monkey Rock
Straub St.
Bierce St.
31
4p
E
F
G
H
① First Ribbon
② Transition to Pleasant River

NOTE

The steps required to complete the “Ribbons” side quest are the same for all puzzle difficulties.

NOTE

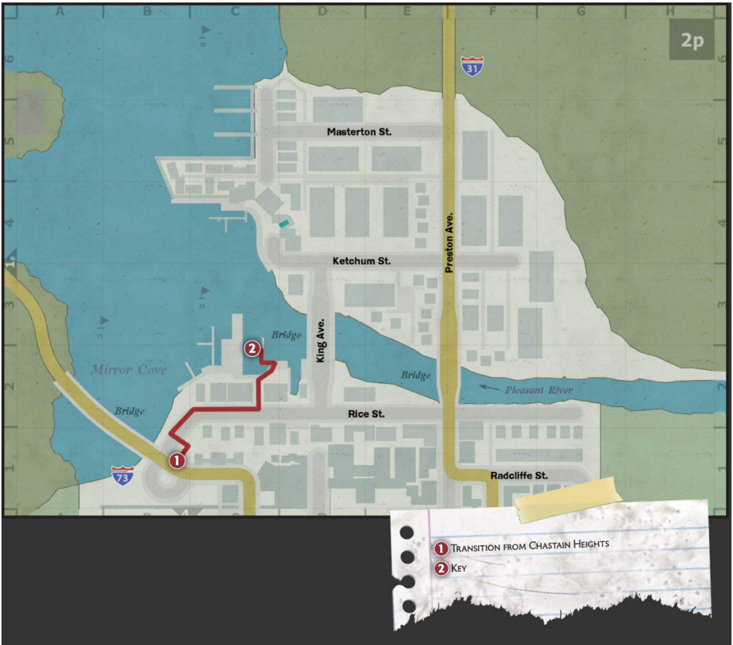
You’ll also find blue ribbons along the route. These indicate that you should follow your current path.

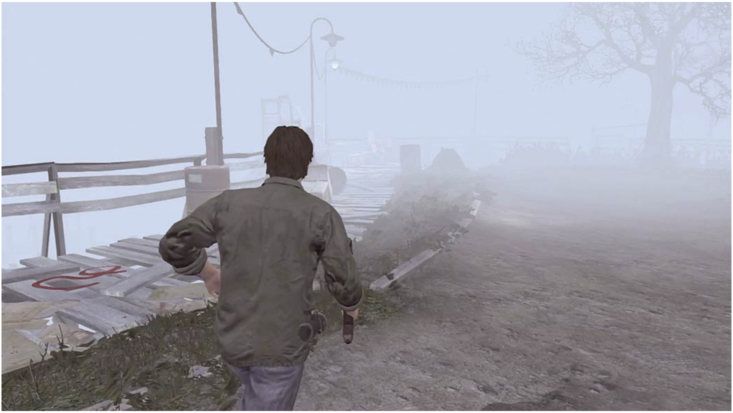


The note contains two basic rules for following the route: yellow ribbons indicate a left turn and red ribbons indicate a right turn.

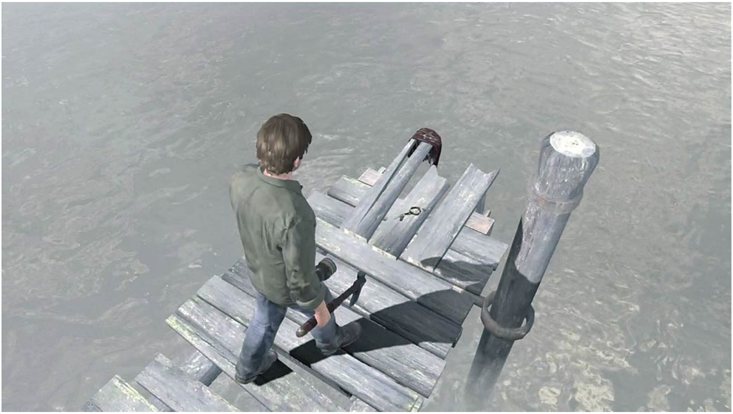
Occasionally, environmental obstructions prevent you from following the marked route. When this happens, you must find an alternate path to the next ribbon's location.

Port


A
B
C
D
E
F
G
H
2p
31
Masterton St.
Preston Ave.
Ketchum St.
1p
King Ave.
Bridge
Mirror Cove
Bridge
Pleasant River
Bridge
Rice St.
73
Radcliffe St.
① Transition from Chastain Heights
② Key

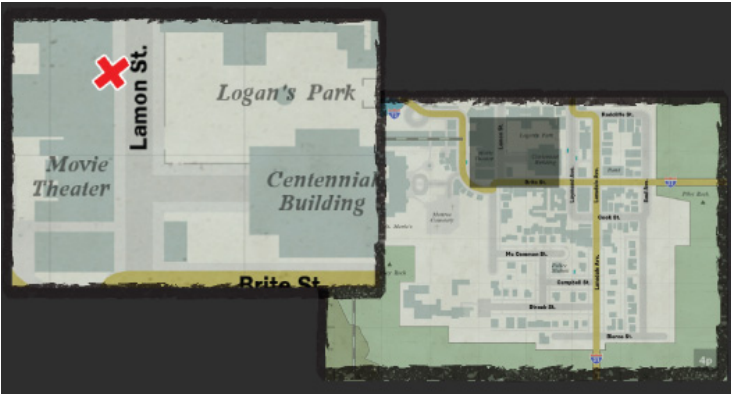


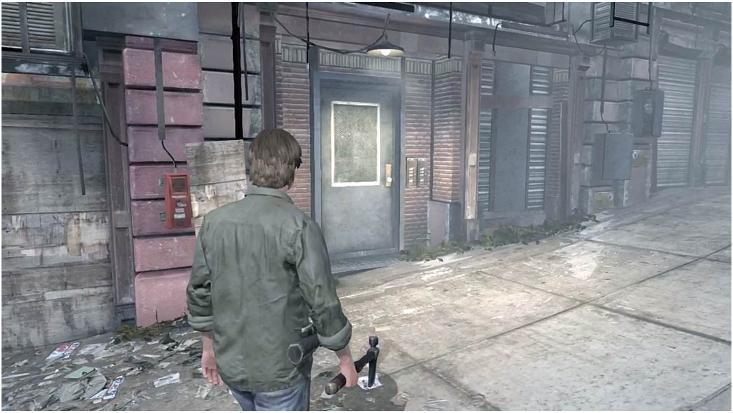
Once you reach Pleasant River, there are relatively few ribbons to find. Follow the route east on Rice Street and onto the small docks along the neighborhood's north edge.



When you reach the end of the marked route, collect the Key at the edge of the pier.

Finding the Girl's Home

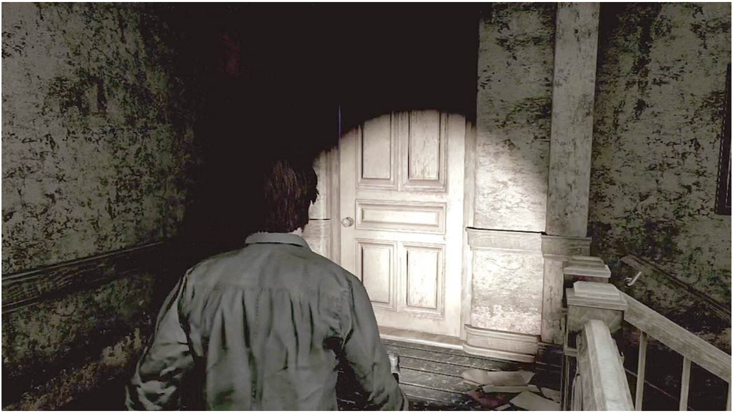

Lamon St.
Logan's Park
Movie Theater
Centennial Building
Brite St.



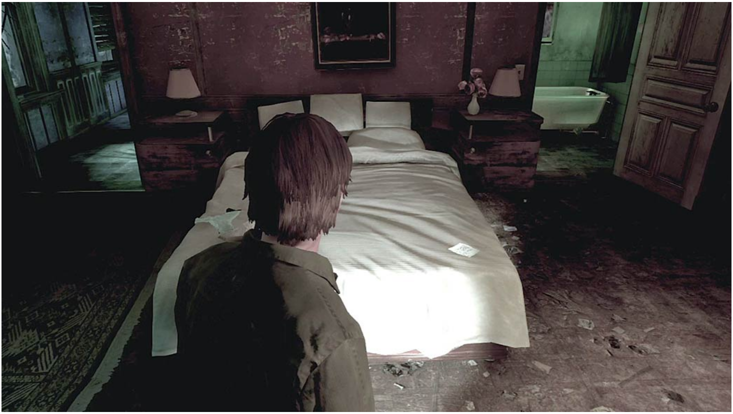
The Key on the pier is attached to a labeled bracelet. Use the inscription to help determine the location of the girl's home.

Head back downtown and search Lamon Street in the Chastain Heights neighborhood, just west of Logan's Park.

There's an unlocked apartment building north of the movie theater.

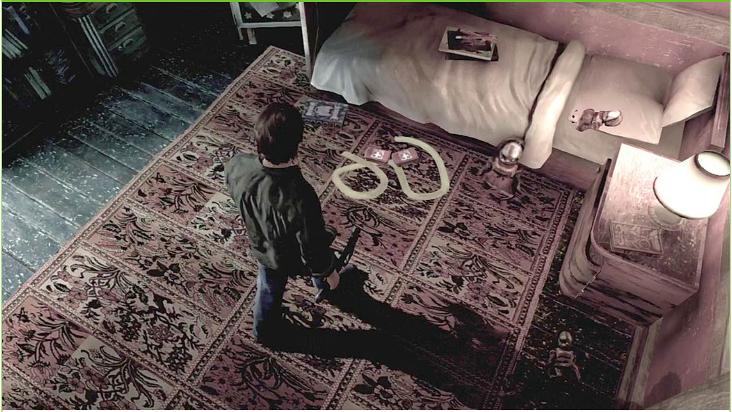


Enter the building, then climb the stairs to find a locked apartment. Use the Key from the pier to open the door, then head inside and explore the apartment.



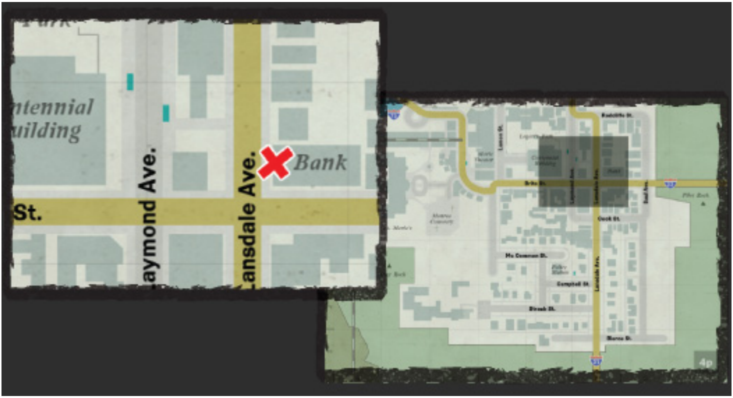
When you reach the master bedroom, collect the Mystery item from the foot of the bed to complete the “Ribbons” side quest and add the Mother’s Confession to Murphy’s Journal.

TIP



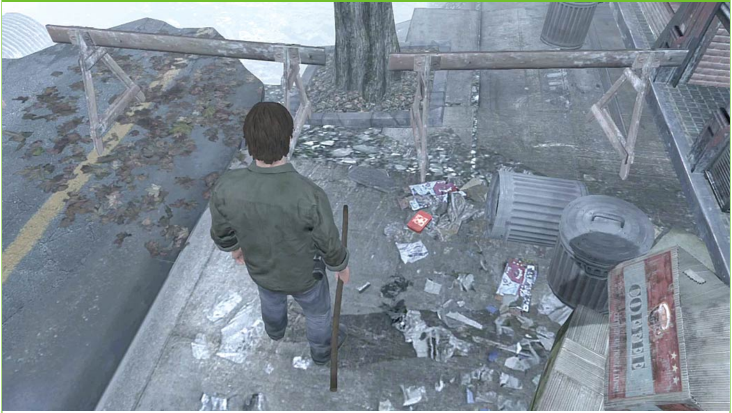
When you complete the “Ribbons” side quest, the locked room near the apartment’s entrance swings open. Before you leave, search the room to find two First Aid Kits near a yellow ribbon on the floor.

Side Quest: The Bank

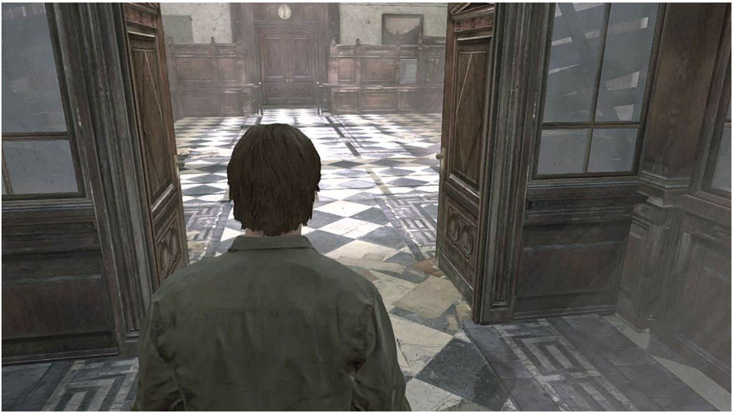

ntennial
uilding
aymond Ave.
ansdale Ave.
St.
Bank

This side quest is located inside of the bank on Lansdale Avenue, just north of Brite Street. Before you head through the entrance, however, search the area to the north for a First Aid Kit.

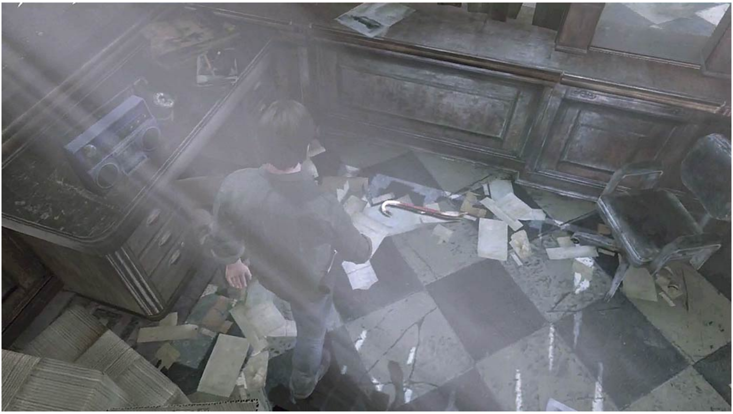
TIP



When you reach the north end of Lansdale Avenue, look for a First Aid Kit near the trash cans.



When you're ready, enter the bank and search the area for useful items.



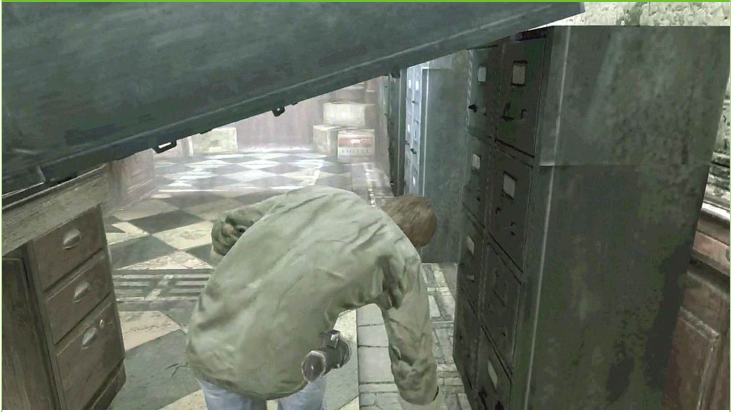
The bank contains a variety of weapons, so make sure you select one that suits your preferred tactics. You'll find a Crowbar in the ground-floor office.

Up on the second floor, there's a Fire Axe in the director's office.

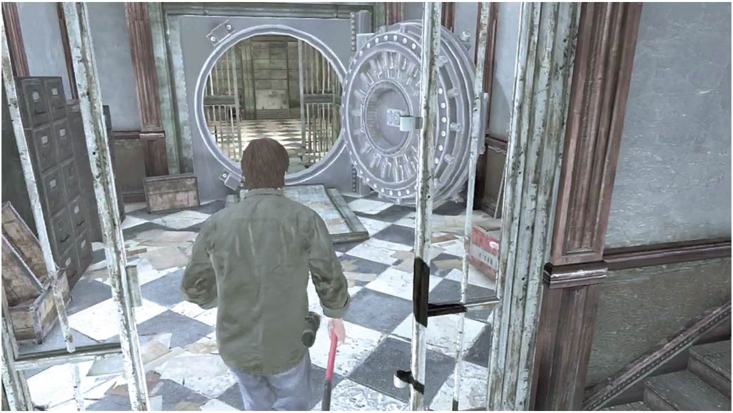
This side quest involves some fairly intense encounters. Cautious players should consider stockpiling a few weapons on the ground floor, somewhere near the staircase.

Excessive blocking can render your chosen weapon useless in the middle of combat. It's best to have a replacement weapon within reach.

TIP



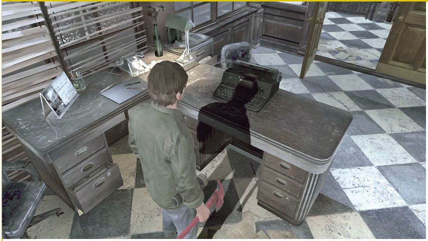
While you search the tellers' area, slip under the stacked file cabinets and check the cardboard boxes in the corner for a First Aid Kit.



When you're ready to begin the side quest, head down to the vault and attempt to open one of the safety deposit boxes.

When you do, something triggers the bank's alarm. Leave the vault and search the building for the cause of the disturbance.

NOTE



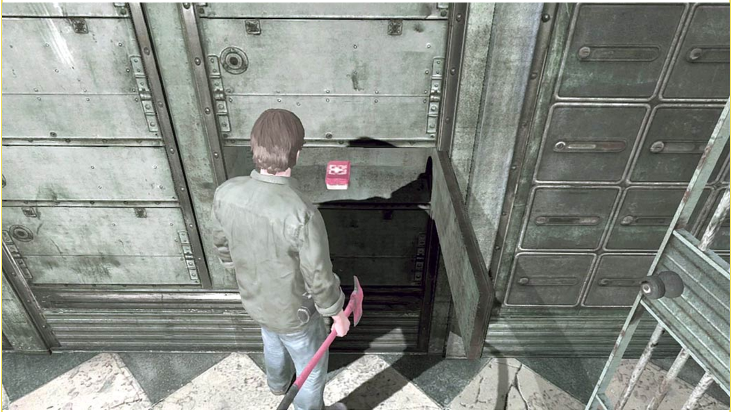
The director's office (on the second floor) has a kill switch hidden under the desk. Activating the switch stops the alarm, but it also seals the vault. If you choose to use the kill switch, you must exit the bank before returning to the safety deposit boxes.

Puzzle Solution: The Bank Alarm

The bank's alarm triggers while you're in the vault, but your presence isn't the cause.

To complete the quest, you must defeat increasingly difficult waves of intruders on the ground floor.

The steps required to complete this task are the same for all puzzle difficulties.



Each time you clear out a group of creatures, one of the bank's safety deposit boxes swings open.

When this happens, you have only a short time before the next wave arrives.

Head down to the vault to claim your reward, then return to the ground floor to resume combat.

To complete the quest you must:

- Defeat one Screamer to open a safety deposit box containing a First Aid Kit.
- Defeat two Screamers to open a safety deposit box containing Pistol Bullets.
- Defeat one Screamer and one Brawler to open a safety deposit box containing a Colt.
- Defeat two Brawlers to open a safety deposit box containing Pistol Bullets.
- Defeat one Screamer, one Brawler, and one Stabber to open a safety deposit box containing three First Aid Kits.

When you defeat the last of the creatures, the alarm stops and the quest is complete. Collect any remaining items from the safety deposit boxes.

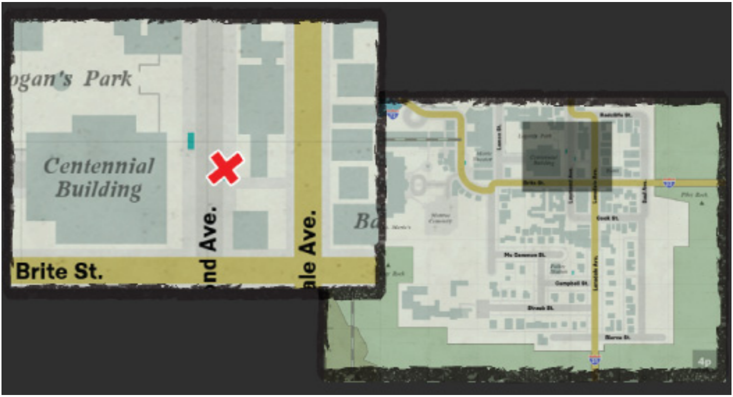
Try to use the environment to your advantage. The ground floor has a nice combination of open space and narrow passages.

When facing one or more Screamers, stay near cover; duck into the ground-floor office or stairwell when you spot an incoming scream, then rush back into the open to deliver a counterattack.

As the encounter becomes more difficult, consider using your pistol to incapacitate key enemies as they enter the bank.

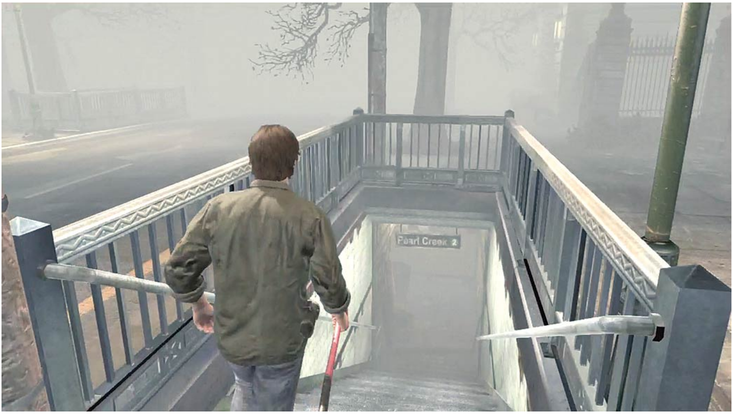
Ammunition is a precious resource, but making a few well-placed shots before engaging in melee combat can be a great help.

Side Quest: Homeless


ogan's Park
Centennial Building
nd Ave.
ale Ave.
Brite St.
Ba
Radcliffe St.
Brite St.
Lakeside Ave.
Cook St.
Campbell St.
4p

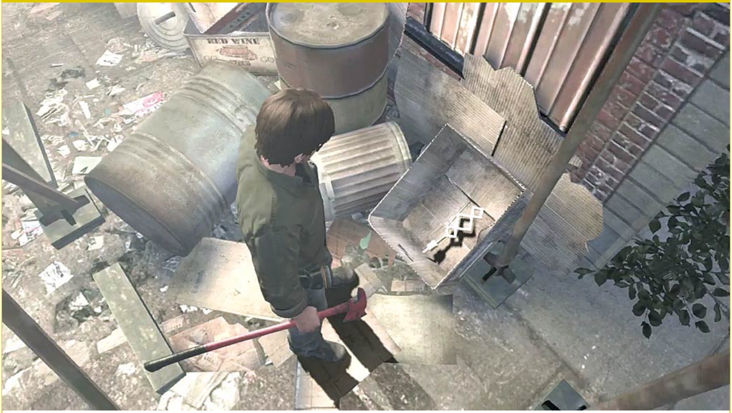
NOTE

The “Homeless” side quest requires items that are scattered across town, but each step of the quest begins and ends in the Pearl Creek underground entrance.


Pearl Creek 2

There are two closely situated underground entrances on Laymond Avenue, but only the eastern entrance provides access to the tunnels below Pearl Creek.

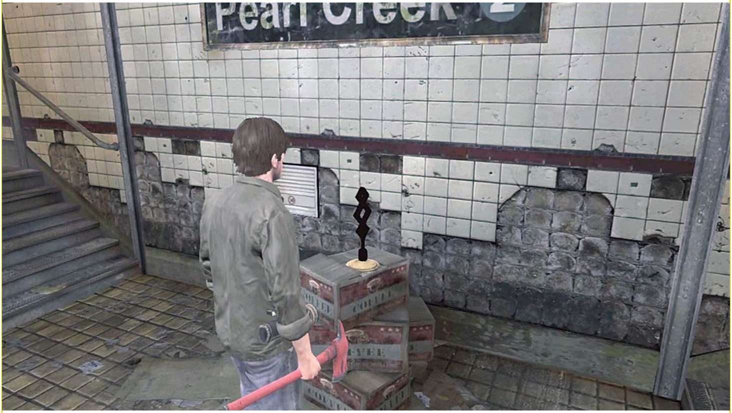
Shadow Symbol: Enlightenment



The Pearl Creek underground entrance also plays an important role in the “Shadow Play” side quest.

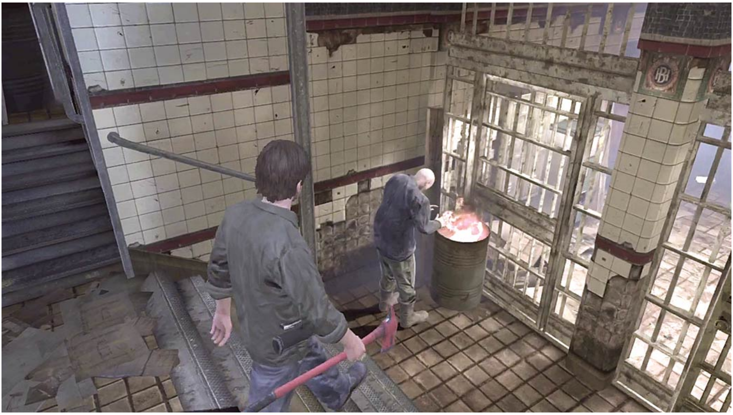
Before you head down the stairs, make sure you've collected the Enlightenment fragment from the construction site to the east, between Laymond Avenue and Lansdale Avenue.

The fragment is located in a cardboard box under the scaffolding, about halfway through the shortcut.


Pearl Creek 2

The brass base is located on a stack of boxes just inside the underground entrance.

Insert the Enlightenment fragment into its base, and return to this location after you begin the "Shadow Play" side quest.

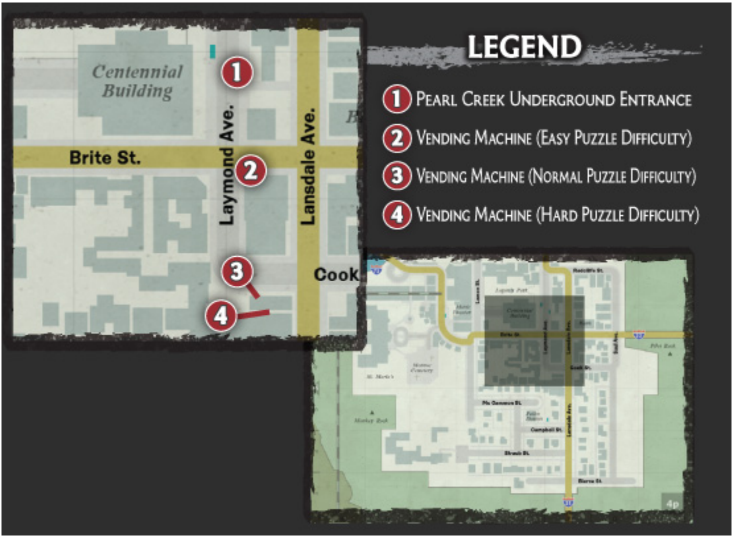


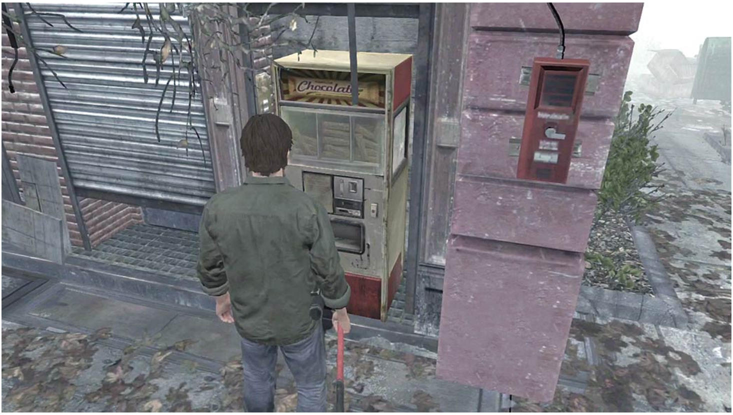
Squeeze past the barrels in the Pearl Creek underground entrance to find a man warming himself by a fire. Speak to the man to hear his proposal and begin the "Homeless" side quest.

NOTE

The steps required to complete the “Homeless” side quest are the same for all puzzle difficulties.

Finding Food


Centennial Building
Brite St.
Laymond Ave.
Lansdale Ave.
Cook
1
2
3
4
LEGEND
1 Pearl Creek Underground Entrance
2 Vending Machine (Easy Puzzle Difficulty)
3 Vending Machine (Normal Puzzle Difficulty)
4 Vending Machine (Hard Puzzle Difficulty)



Your first task is to find some food for the homeless man. Leave the underground entrance and follow the street south to search for a vending machine.

Your chosen puzzle difficulty determines the exact location of the machine:

Easy: The vending machine is located at the intersection of Brite Street and Laymond Avenue.

Normal: The vending machine is located along the south edge of Cook Street.

Hard: The vending machine is located in the alley south of Cook Street.

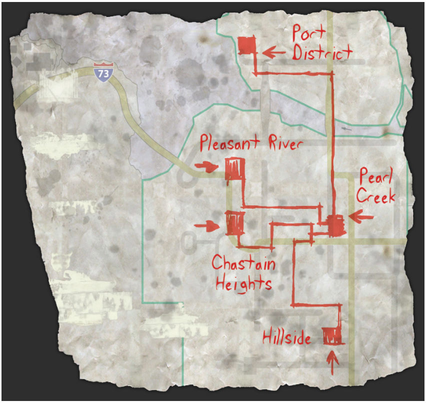
Locate the vending machine, then use the Money from your Inventory to purchase a Candy Bar. Once you have the snack, return to the Pearl Creek underground entrance.

When you give the Candy Bar to Homer, he unlocks the underground tunnel to Hillside.

TIP

If you neglected to collect the Money from the Devil's Pitstop diner, search the movie theater in Chastain Heights. You'll find more Money near the cash registers at the concession stand.

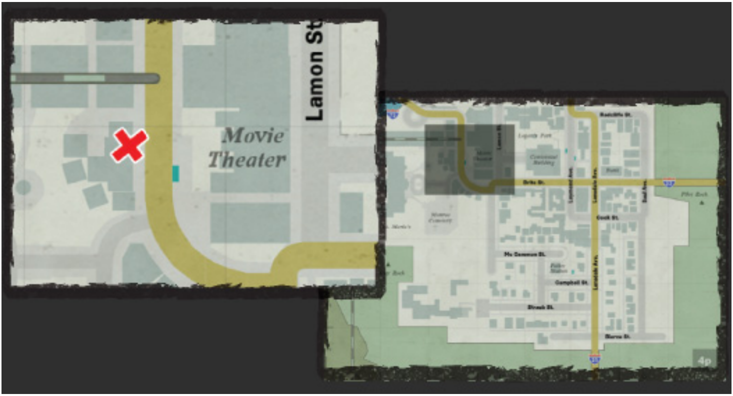
The Underground Tunnels

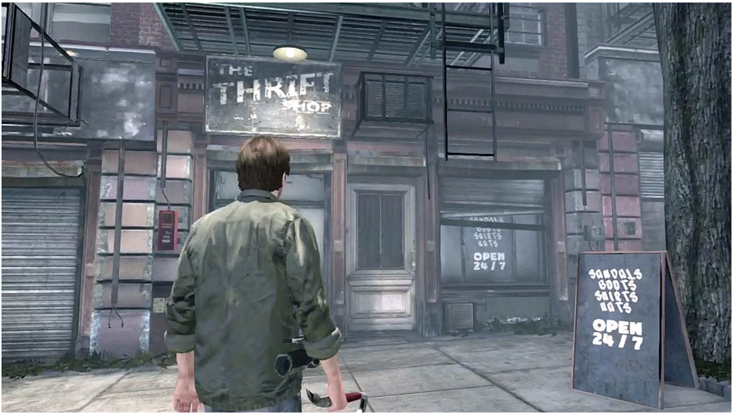

Port District
73
Pleasant River
Pearl Creek
Chastain Heights
Hillside

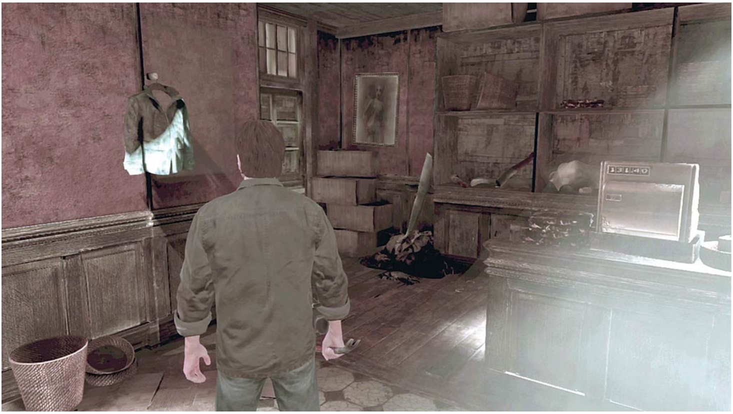
As you complete each of Homer's tasks, he unlocks more of the underground tunnels. At first sight the tunnels can seem a bit confusing, but most junctions are well marked.

If you find yourself turned around, consult the map in Murphy's Journal. It contains all of the information needed to navigate the various passages.

A Warm Coat


Lamon St
Movie Theater
Radcliffe St.
Centennial Building
Lakeside Ave.
Cook St.
Campbell St.
4p


THE THRIFT SHOP
SANDALS
BOOTS
SHIRTS
HATS
OPEN
24 / 7



After you give Homer the Candy Bar, he asks you to bring him a warm coat.

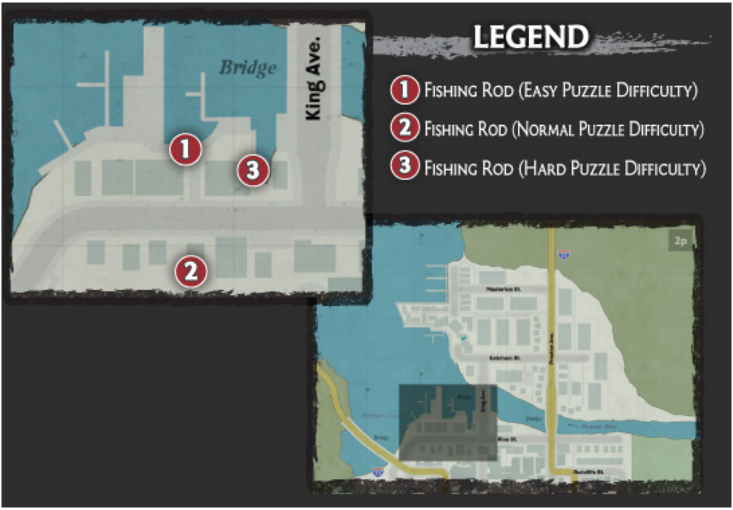
The thrift store near the Chastain Heights underground entrance contains an Old Coat, but its exact location is determined by your chosen puzzle difficulty:

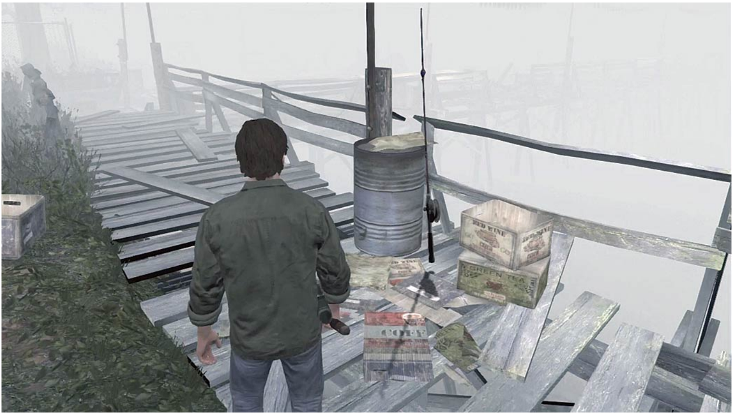
Easy: The Old Coat is hanging near the store's cash register.

Normal: The Old Coat is hanging in the storage room.

Hard: The Old Coat is hanging in the back of the storage room. Return to the Pearl Creek underground entrance and give Homer the Old Coat to unlock the tunnel to Chastain Heights.

A Fishing Rod


LEGEND
1 Fishing Rod (Easy Puzzle Difficulty)
2 Fishing Rod (Normal Puzzle Difficulty)
3 Fishing Rod (Hard Puzzle Difficulty)
Bridge
King Ave.
1
3
2
2p



After you give Homer the Old Coat, he asks you to bring him a Fishing Rod. This item is in Pleasant River, but its exact location is determined by your chosen puzzle difficulty:

Easy: The Fishing Rod is located near the center of the docks.

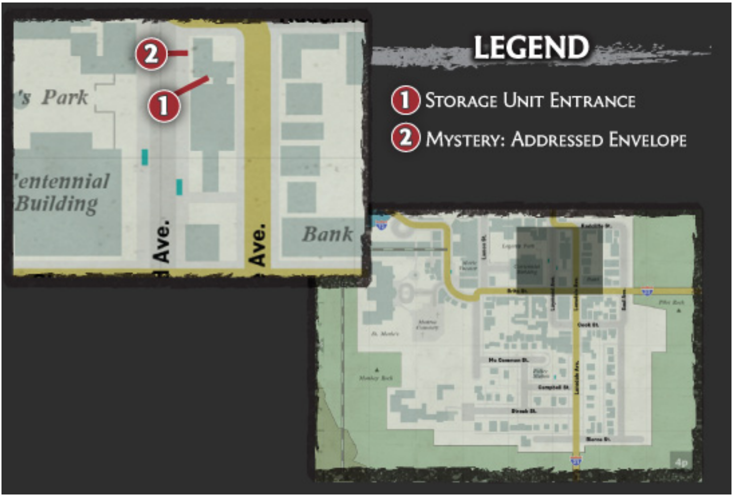
Normal: The Fishing Rod is located in the spillway, just outside of the Pleasant River underground entrance.

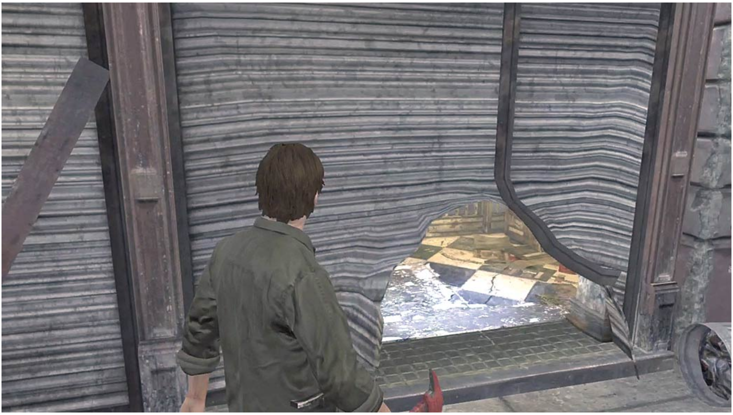
Hard: The Fishing Rod is located on the narrow boardwalk along the east edge of the docks.

After you collect the Fishing Rod, return to the Pearl Creek underground entrance and give it to Homer. In return, he unlocks the tunnels leading to Pleasant River and the Port District.

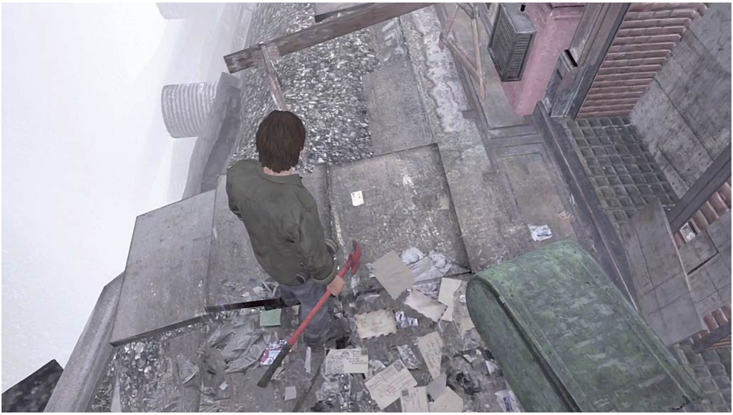
Retrieve all three items for Homer to complete the side quest and unlock all of the underground shortcuts.

Storage Unit


2
1
's Park
'entennial
Building
Ave.
Ave.
Bank
LEGEND
① Storage Unit Entrance
② Mystery: Addressed Envelope



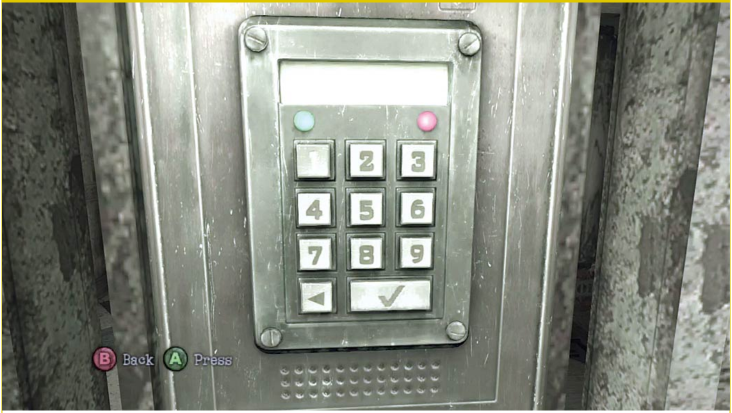
The storage unit is located in a narrow alley north of the Pearl Creek underground entrance. There's a hole in the shutter door, but the inner gate is locked.



Step out of the alley and head north until you reach the end of the sidewalk. Search the area past the toppled mailbox to find a Mystery item on the ground.

Collect the Addressed Envelope to add it to Murphy's Journal, then return to the storage unit. Unlock the inner gate and search the unit for useful items.

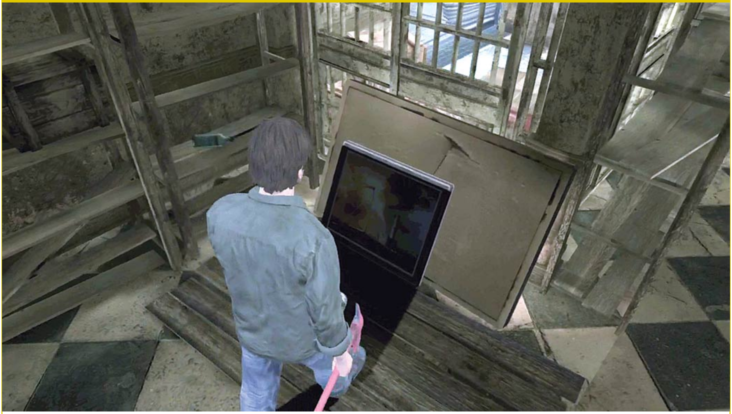
Puzzle Solution: Storage Unit Keypad


1
2
3
4
5
6
7
8
9
◀
✓
B Back
A Press

Once you've collected the nearby Mystery item, you have all the information needed to decipher the keypad's code.

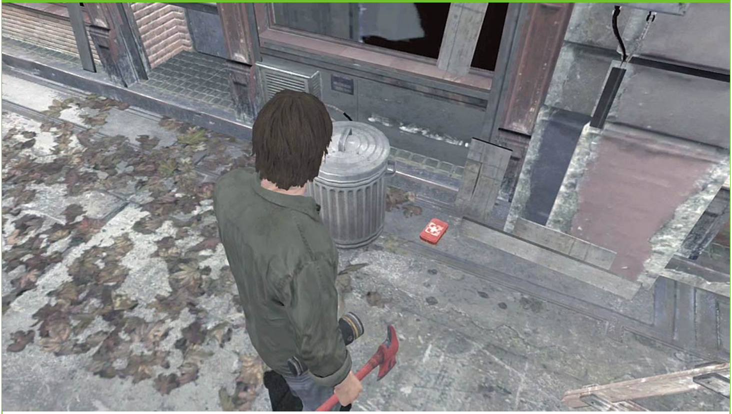
Examine the envelope, then punch in the three circled numbers (827). Confirm the code to open the gate.

Painting: “Certainty”



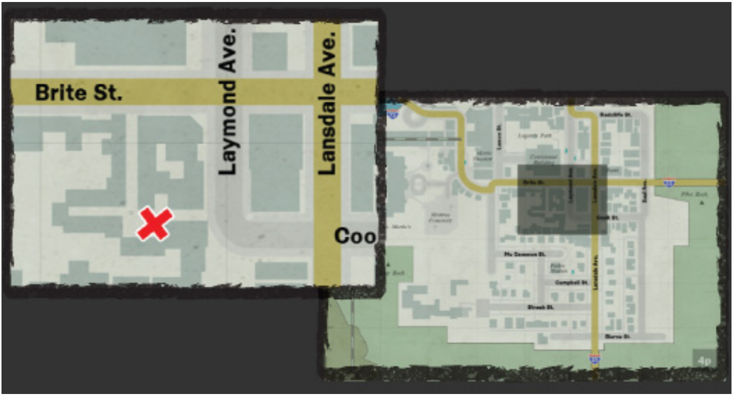
Once you’ve unlocked the storage unit’s gate, collect the Painting hidden near the room’s southeast corner to add “Certainty” to your Inventory.

TIP



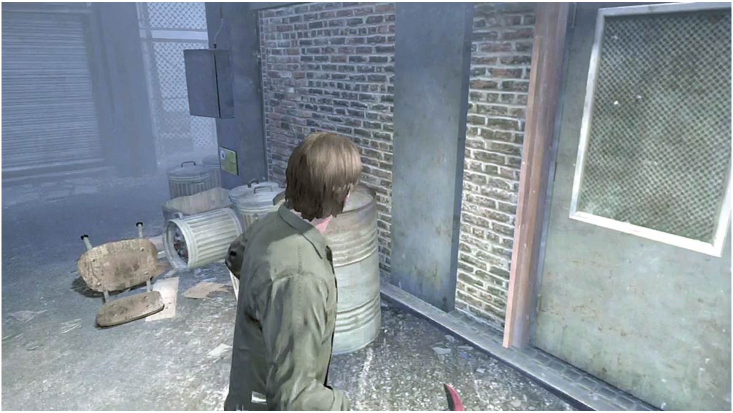
When you leave the storage unit, search the northwest corner of Laymond Avenue. Look for a First Aid Kit located between the trash can and the barrier on the sidewalk.

Side Quest: The Art Collector


Brite St.
Laymond Ave.
Lansdale Ave.
Coo

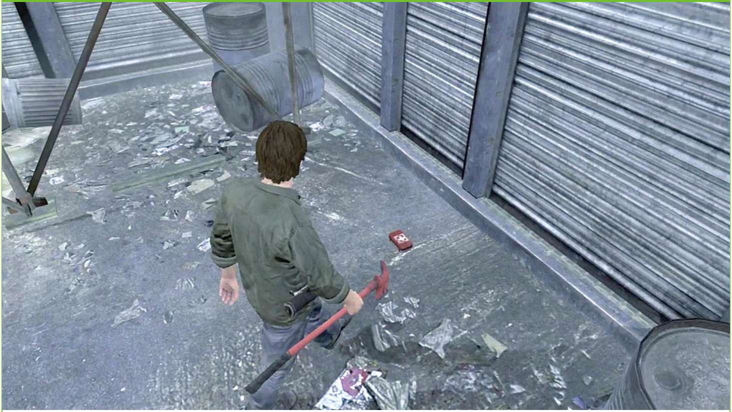
NOTE

Elements of “The Art Collector” are spread across various neighborhoods, but the quest is based in the Pearl Creek art gallery.

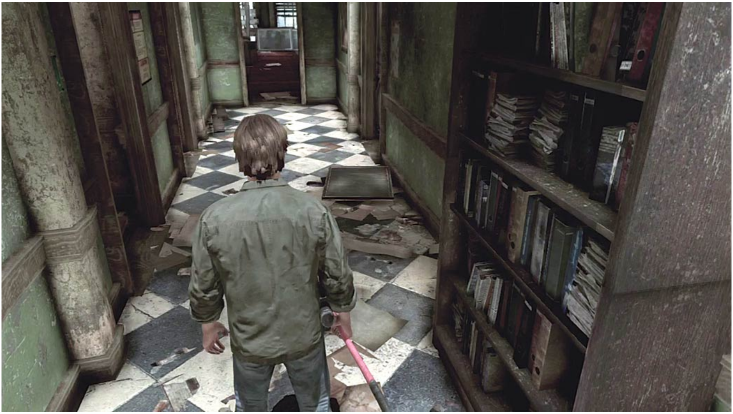


The art gallery’s entrance is located in the alley southwest of the Centennial Building. Enter the alley from Brite Street or Laymond Avenue, and locate the door near the scaffolding.

TIP

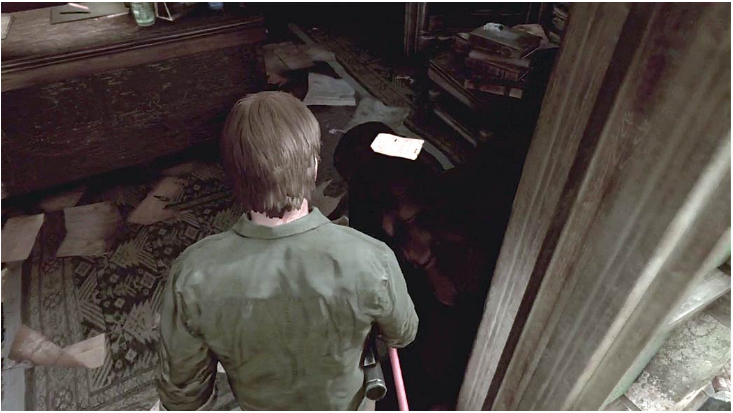


Before you enter the art gallery, look for a First Aid Kit located near the base of the scaffolding.

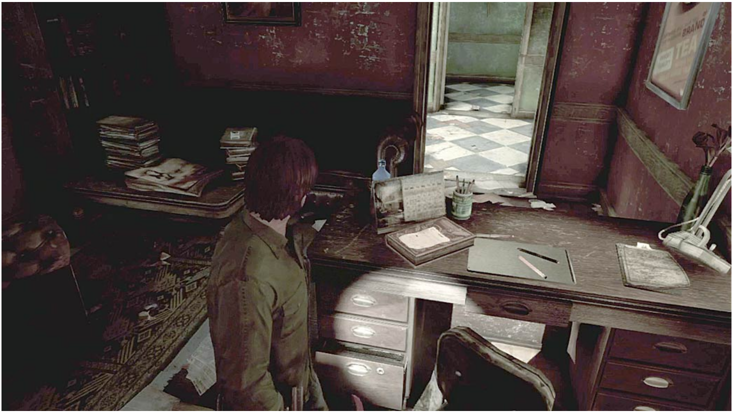


After you enter the gallery, follow the hall toward the exhibit room.

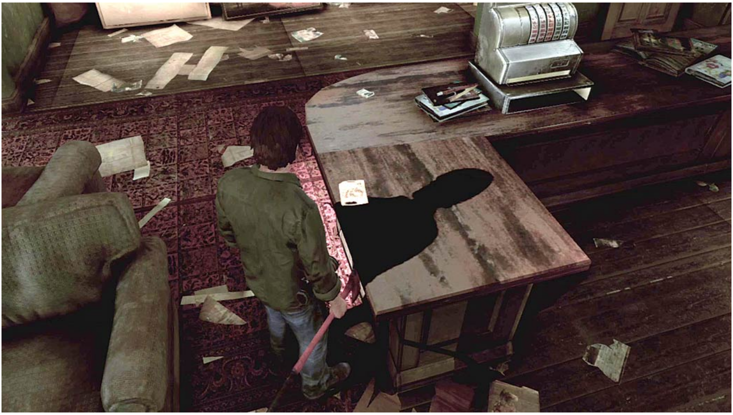
The first door on your left leads to a staircase; continue past it and enter the second door on your left to find the gallery owner's office.



As you enter the office, collect the Mystery item from the couch on your right to add the Gallery Letter (1) to Murphy's Journal.

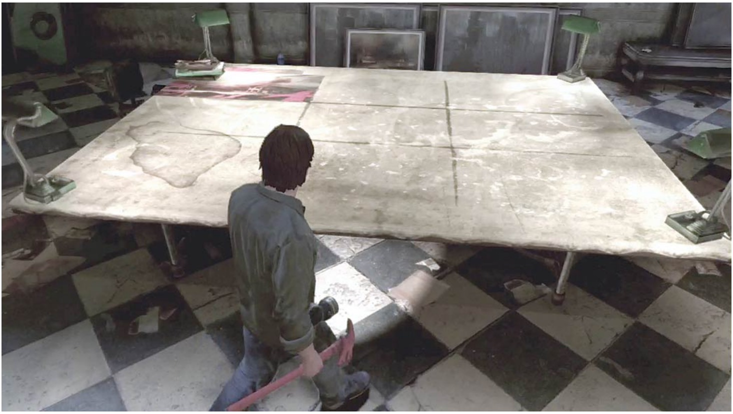


Move deeper into the office to find another Mystery item—the Gallery Owner's Note—on the desk. After you collect both Mystery items, leave the office and continue to the exhibit room.



Search the exhibit room's counter to find a third Mystery item just past the cash register.

Collect it add the Gallery Letter (2) to Murphy's Journal. When you're finished exploring the ground floor, head back toward the gallery entrance and follow the stairs down to the basement.

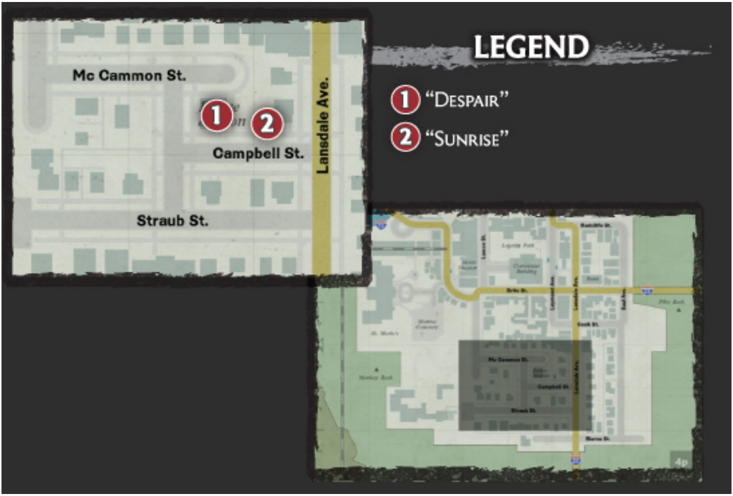


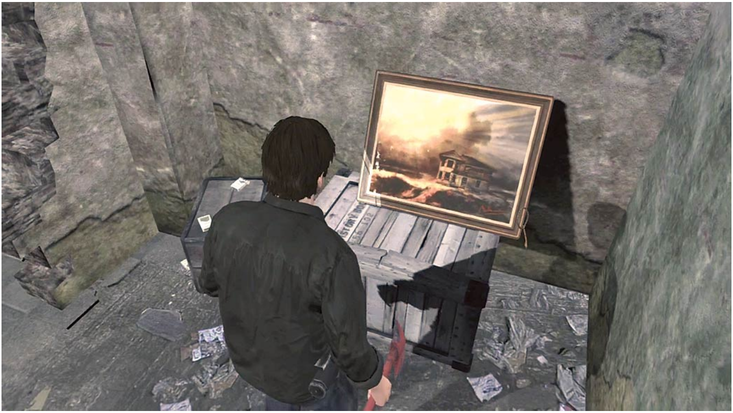
Approach the large table in the gallery's basement to begin "The Art Collector" side quest.

Examine the table to find a stack of three Paintings; add the Paintings from your Inventory to the pile. Before you can solve this puzzle, you must collect any remaining Paintings.

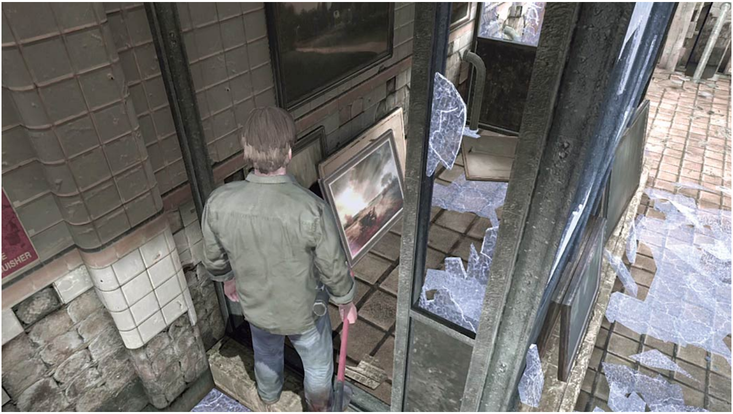
Painting Locations

Hillside


LEGEND
① "Despair"
② "Sunrise"
Mc Cammon St.
Campbell St.
Straub St.
Lansdale Ave.
1
2

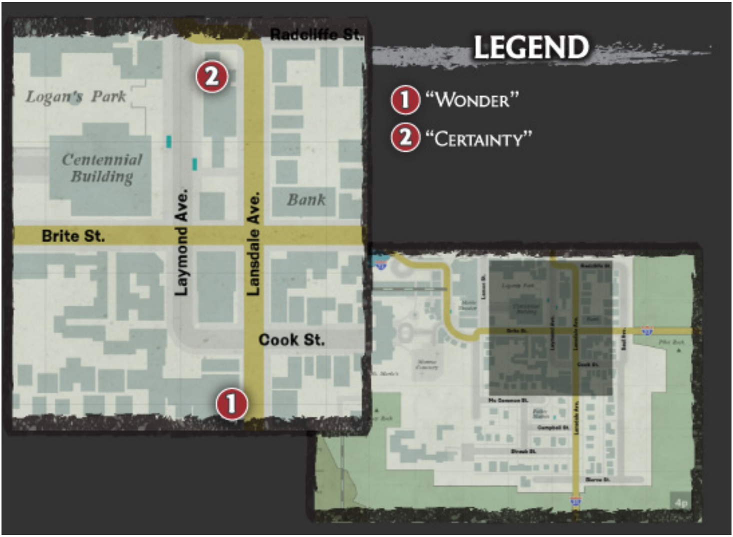


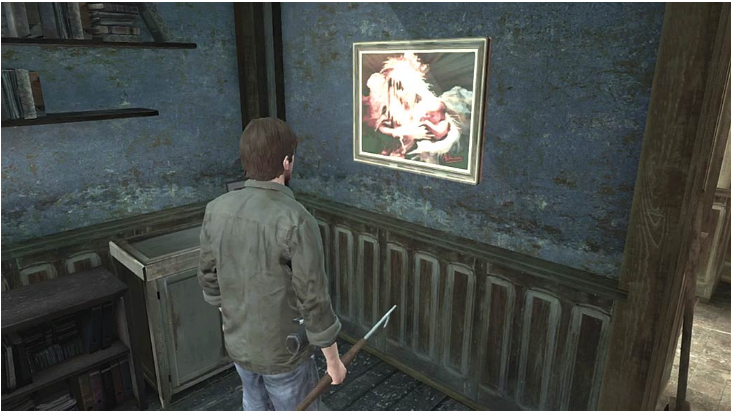
"Despair" is located in the Hillside police department, through the barricaded door near the dispatcher's radio.



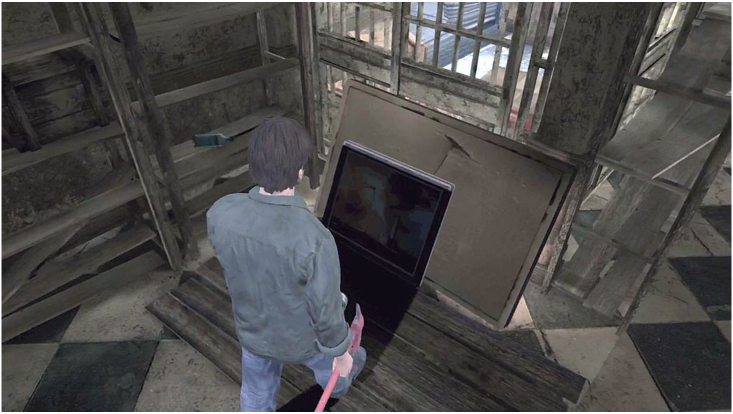
“Sunrise” is located in the booth inside of the Hillside underground entrance.

Pearl Creek


Radcliffe St.
2
Logan's Park
Centennial Building
Laymond Ave.
Lansdale Ave.
Bank
Brite St.
Cook St.
1
LEGEND
1 “Wonder”
2 “Certainty”



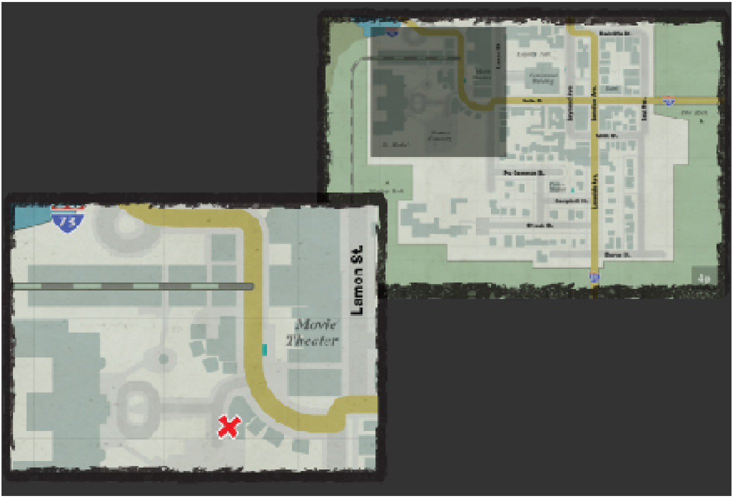
“Wonder” is located in the apartment building through which you entered Pearl Creek, hanging in the kitchen of the ground-floor apartment.

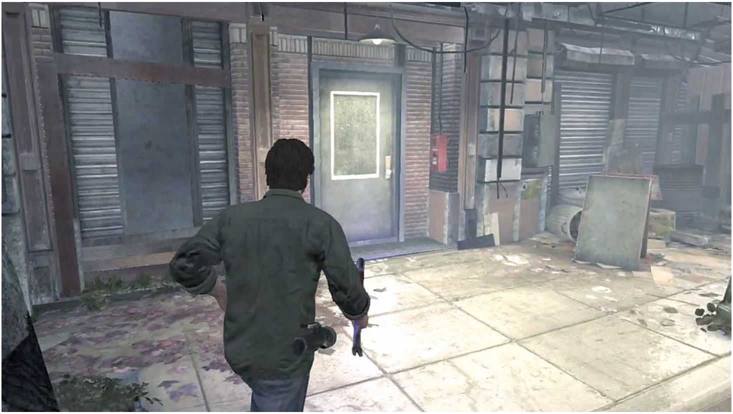


“Certainty” is located in the storage unit on Laymond Avenue, north of the Pearl Creek underground entrance.

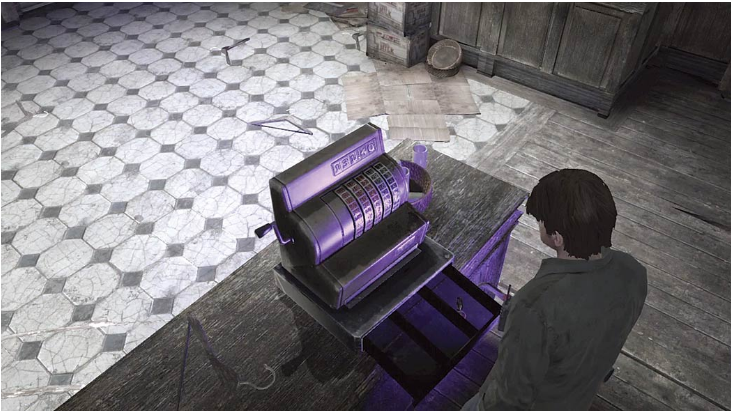
To enter this structure, you must obtain the keypad’s code from the Mystery item located on the nearby sidewalk.

Chastain Heights

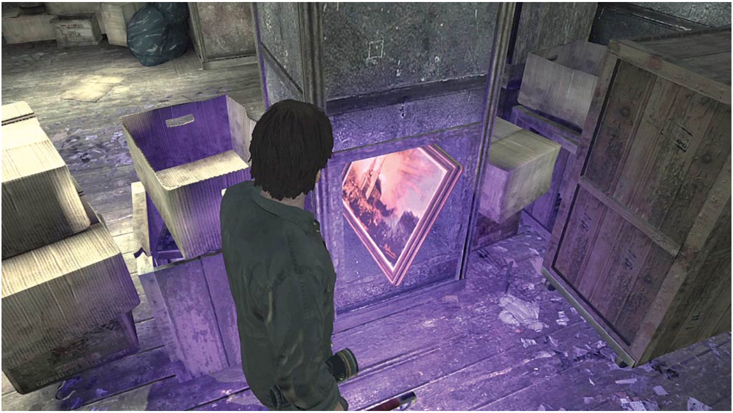

73
Lamon St.
Movie Theater
4a



“Hope” is located in Chastain Heights, within the hardware store east of St. Maria’s Monastery.

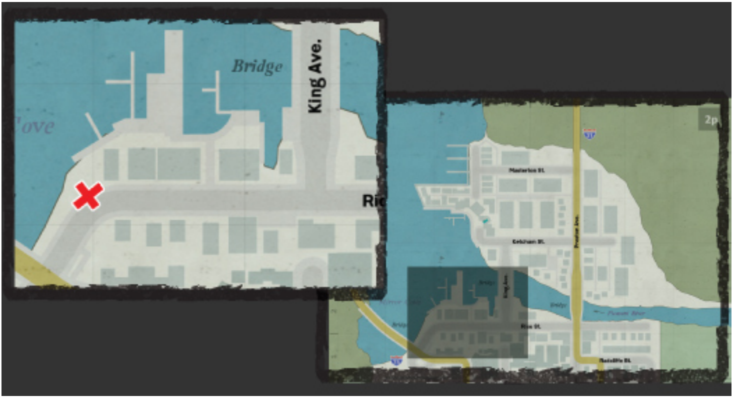


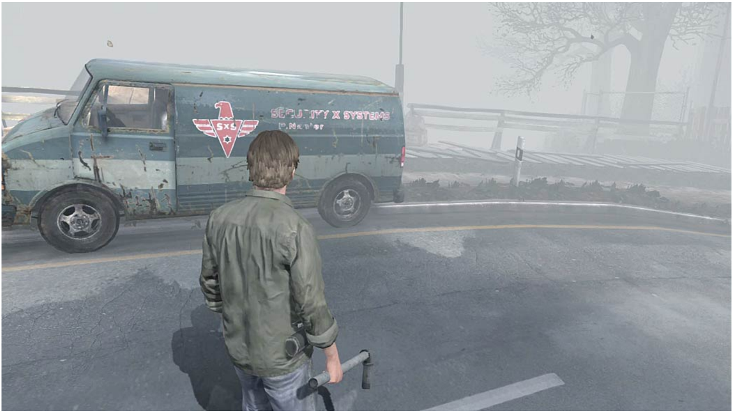
Collect the Storage Room Key from inside the hardware store's cash register and use it to unlock the nearby door.

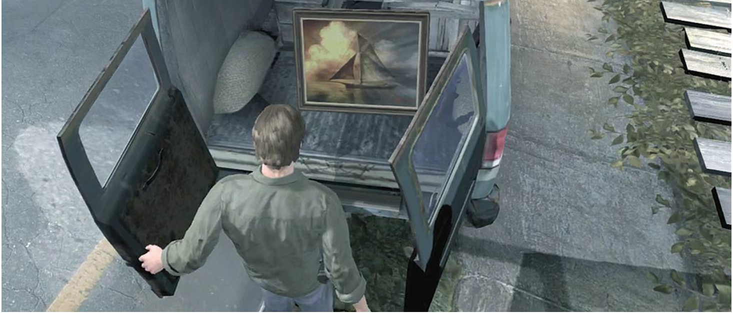


Find the crate in the storage room and move it to reveal the Painting stashed inside of a pillar.

Pleasant River

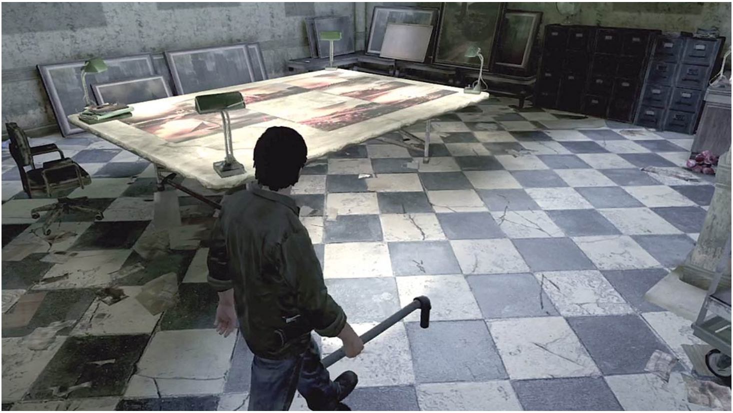

Bridge
King Ave.
ove
Ri
2p
Masterton St.
Ketchum St.
Rice St.
Radcliffe St.


SxS
SECURITY X SYSTEMS
P.Napier



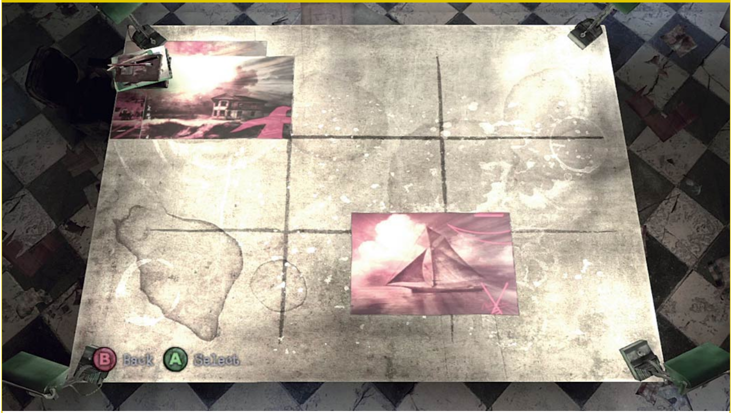
"Freedom" is located in Pleasant River, near the west end of Rice Street. Find the van parked near the bend in the road, and open its rear doors to discover the Painting.

Arranging the Paintings



Once you've collected all of the Paintings, you must arrange them on the large table in the gallery's basement. Place all of the Paintings in their proper spots to reveal the next step of the side quest.

Puzzle Solution: Art Gallery Table

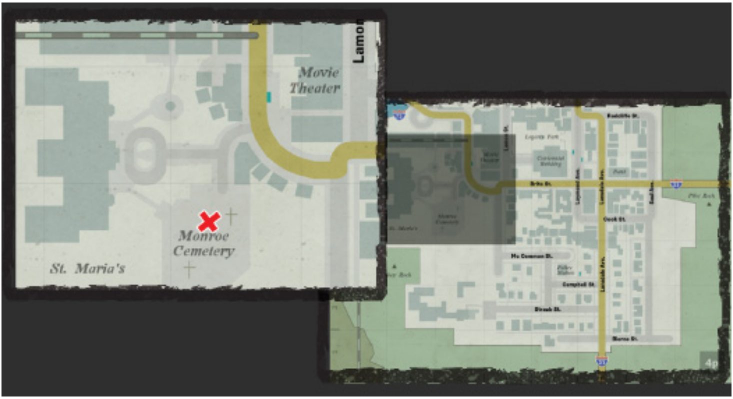

B Back
A Select

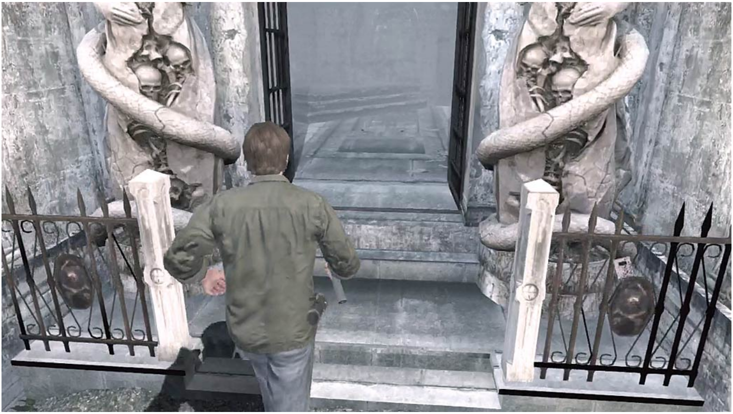
The grid on the table indicates nine spaces, and you must determine which Painting belongs in each one. The red marks on each Painting are fragments of one or more pictographs. Complete each pictograph to ensure the Paintings are properly arranged.

The Painting in the grid's upper-left corner is already in the correct position. Simply identify the three Paintings needed to complete the first pictograph and move them into place. After you've done this, use the remaining Paintings to complete the three newly established pictographs.

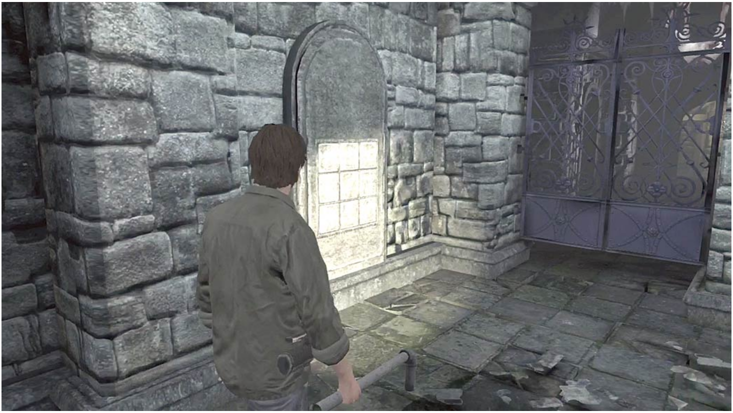
Once the Paintings are properly arranged, you're no longer able to move them. Use the UV light from a Forensic Flashlight to reveal a map of the town.

Retrieving the Treasure


Lamon
Movie Theater
Monroe Cemetery
St. Maria's



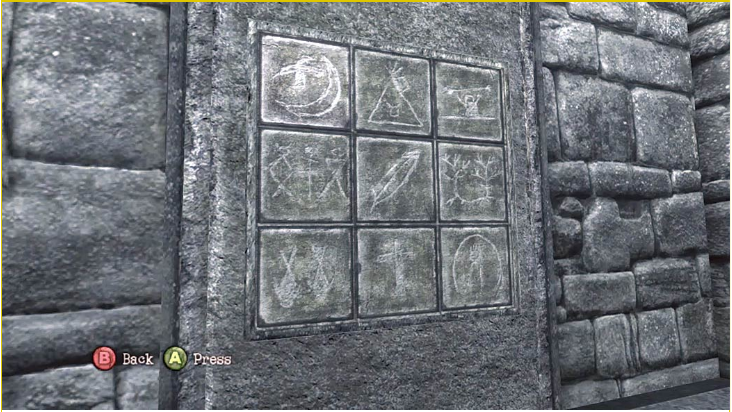
The hidden map indicates a location in Monroe Cemetery, just outside of St. Maria's Monastery. Search the open crypts to find a ladder leading underground.



When you're ready, climb down the ladder and follow the passage to the locked gate.

Use the tiles on the wall to your left to open the path to the burial chamber.

Puzzle Solution: Crypt Gate


B Back
A Press

There's a different pictograph carved into each of the nine tiles. You must identify the pictographs that appeared on the Paintings. Once you've done so, activate the corresponding tiles to unlock the gate.

Depending on your chosen puzzle difficulty, the tiles may contain additional clues:

Easy: One tile has been activated; one tile is marked in blood. You must activate the marked tile and identify the two remaining pictographs from memory.

Normal: No tiles have been activated; one tile is marked in blood. You must activate the marked tile and identify the three remaining pictographs from memory.

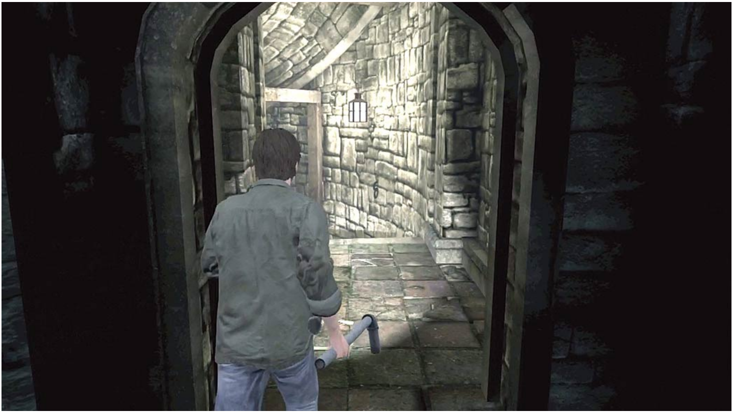
Hard: There are no activated tiles or additional markings. You must identify all four pictographs from memory.

There are four basic conditions that apply to all puzzle difficulties:

- The tile in the grid's upper-left corner must be activated.
- The tile in the center of the grid must be activated.
- The tile in the grid's lower-left corner must be activated.
- The tile in the grid's lower-right corner must be activated.

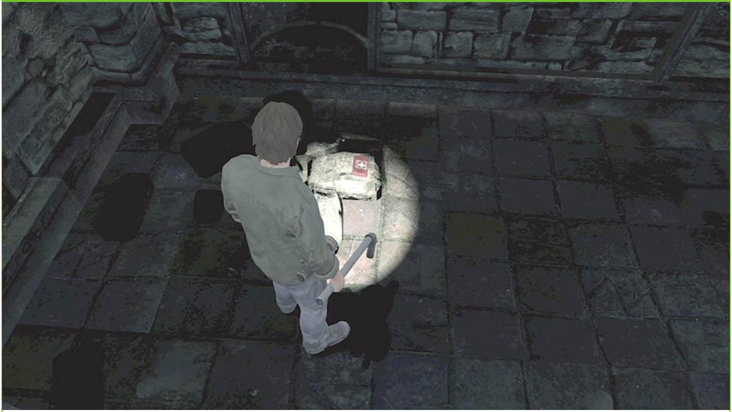
When all of these conditions have been satisfied, the gate swings open.

Once the gate is open, a Weeping Bat moves in to attack. The crypt's narrow passage allows this creature to strike without leaving the ceiling. Proceed with caution.

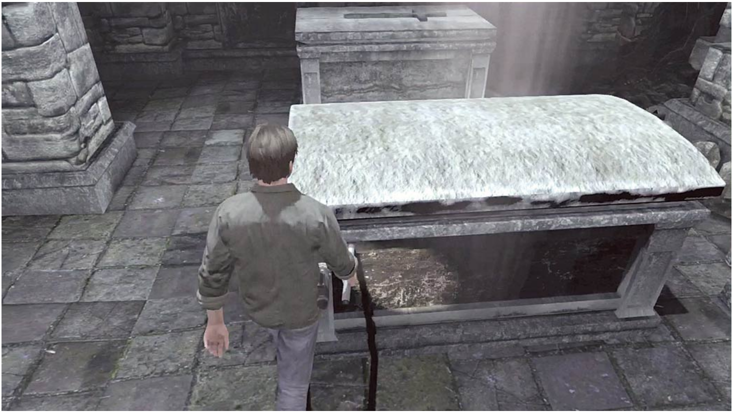


You complete the side quest when you solve the puzzle, but your reward is waiting deeper in the crypt. Continue past the gate and follow the corridor down to the burial chamber.

TIP

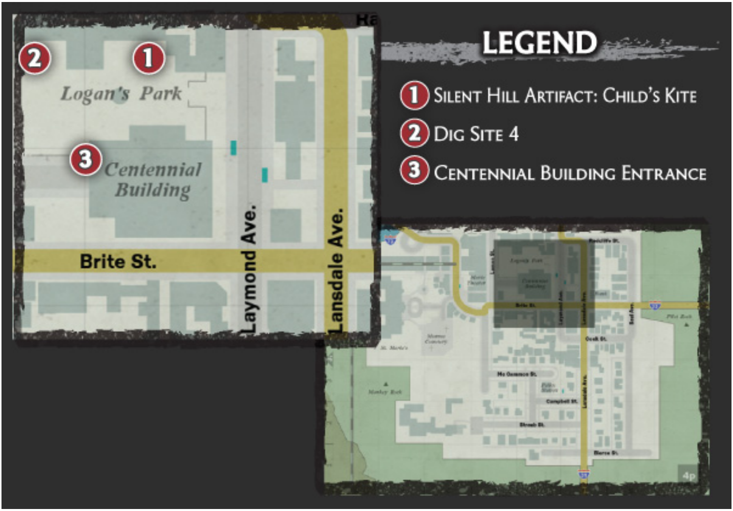


As you enter the burial chamber, turn left and check the ground for a First Aid Kit. Search the chamber's opposite corner for a box of Shotgun Shells.



There are three coffins at the end of the burial chamber. Open the coffin in the middle and collect the Tomahawk from inside.

To the Radio Station


LEGEND
① Silent Hill Artifact: Child's Kite
② Dig Site 4
③ Centennial Building Entrance
Logan's Park
Centennial Building
Brite St.
Laymond Ave.
Lansdale Ave.

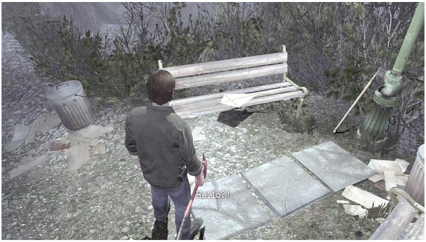
The radio station is at the top of the Centennial Building, located between Pearl Creek and Chastain Heights. When you're finished exploring Pearl Creek, find the entrance to Logan's Park, northwest of the Pearl Creek underground entrance.

When you're done exploring the park, follow the trail to the Centennial Building's garage entrance.

TIP

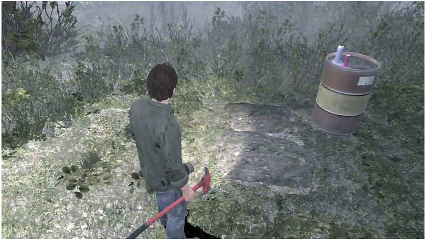
Logan's Park contains several interesting items—make sure you explore it thoroughly.

Silent Hill Artifact: Child's Kite



Collect the Child's Kite from the benches along the park's northern edge. This special item is the game's first available Silent Hill Artifact.

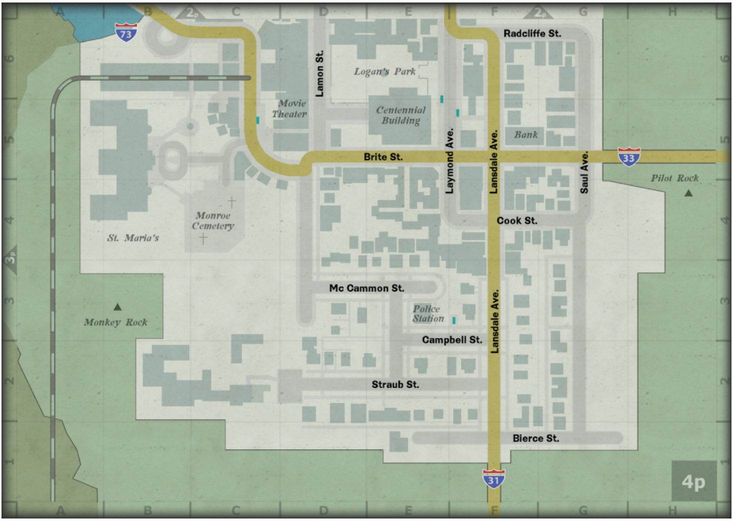
Dig Site 4



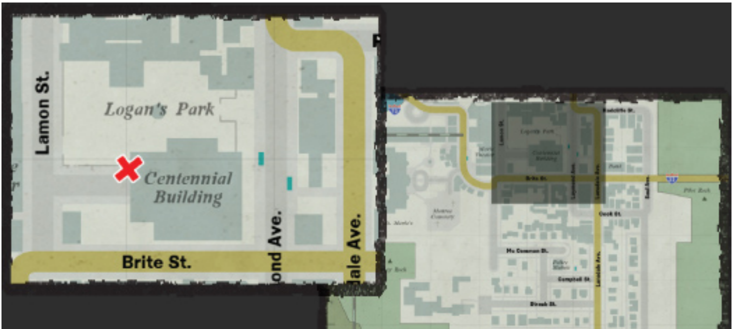
There's another dig site located in the park's northwest corner. Once you've completed the game, return to this spot and use a Shovel to recover a buried Silent Hill Artifact.

Campaign

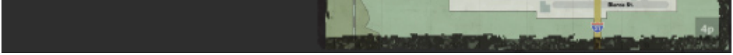
Centennial Building

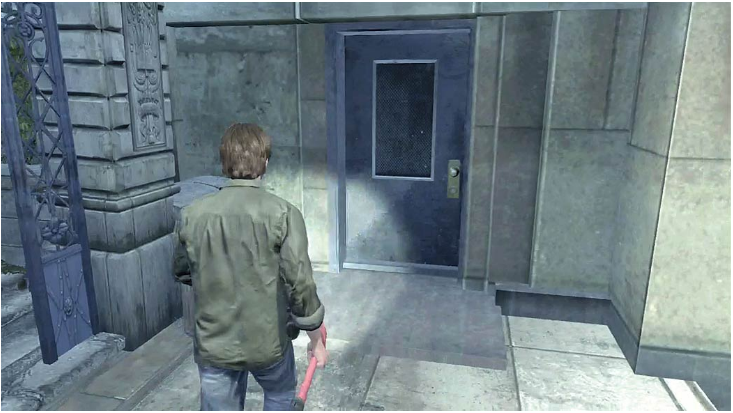


A
B
2p
C
D
E
F
2p
G
H
73
Radcliffe St.
Lamon St.
Logan's Park
Movie Theater
Centennial Building
Bank
Brite St.
Laymond Ave.
Lansdale Ave.
Saul Ave.
33
Pilot Rock
Monroe Cemetery
St. Maria's
Cook St.
3p
Mc Cammon St.
Police Station
Monkey Rock
Campbell St.
Lansdale Ave.
Straub St.
Bierce St.
31
4p
1
2
3
4
5
6



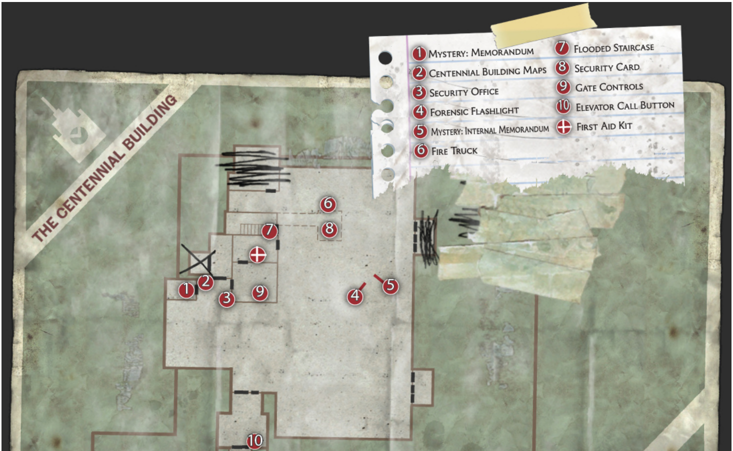
Lamon St.
Logan's Park
Centennial Building
Brite St.
ond Ave.
dale Ave.

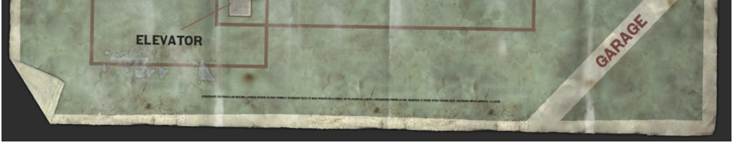


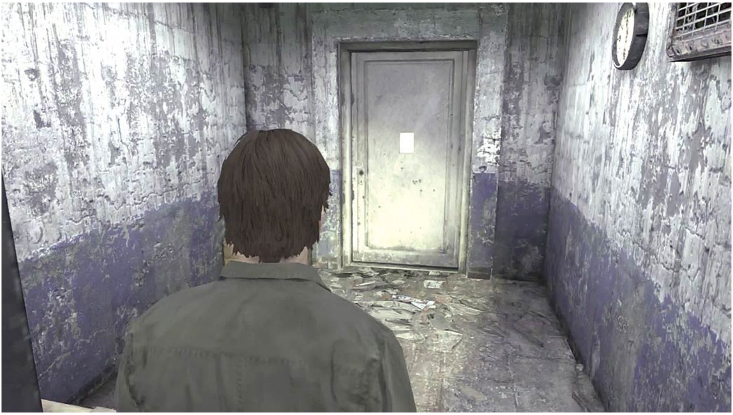


The Centennial Building's garage entrance is located on the structure's west side.

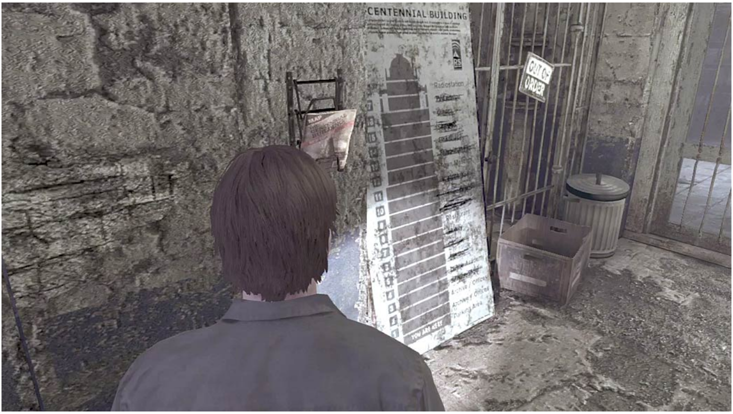
Once you enter the garage, you must complete a series of objectives before you're able to resume your exploration of the town.


THE CENTENNIAL BUILDING
1 Mystery: Memorandum
2 Centennial Building Maps
3 Security Office
4 Forensic Flashlight
5 Mystery: Internal Memorandum
6 Fire Truck
7 Flooded Staircase
8 Security Card
9 Gate Controls
10 Elevator Call Button
First Aid Kit
1
2
3
4
5
6
7
8
9
10

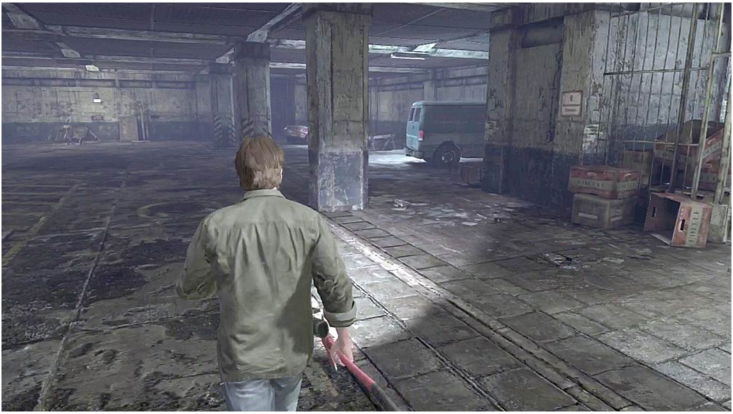

ELEVATOR
GARAGE



Enter the building to find a Mystery item posted on the door ahead of you. Approach the door to trigger a cutscene and add the Memorandum to Murphy's Journal.

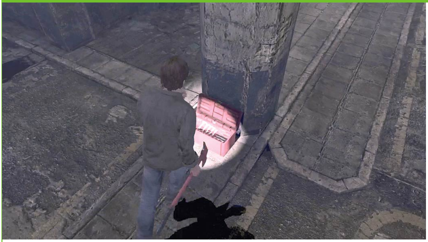

CENTENNIAL BUILDING
OUT OF ORDER
YOU ARE HERE

After the cutscene, continue through the door and collect the Centennial Building maps from the rack on your left.



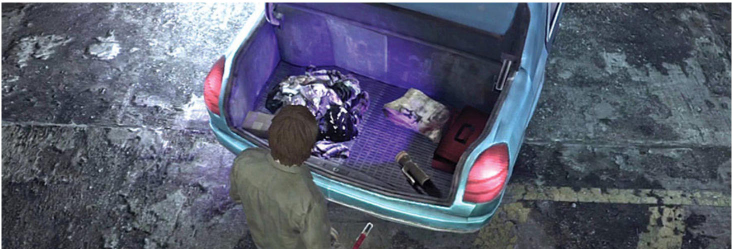
The security office near the garage entrance is locked, as is the gate blocking the path to the elevator. Head toward the parked vehicles and explore the area for useful items.

TIP

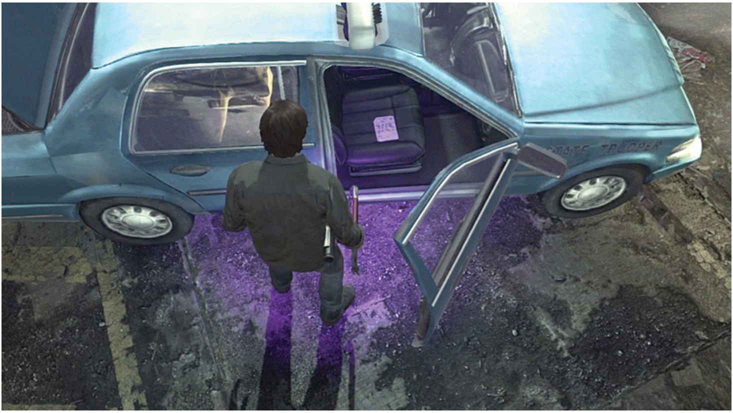


The garage contains a few weapon containers. Collect a Crowbar from one of the toolboxes if you need a fresh weapon.

If you open the van's rear doors, a Screamer attacks you from behind. Shake the creature off, then turn around to defend yourself.



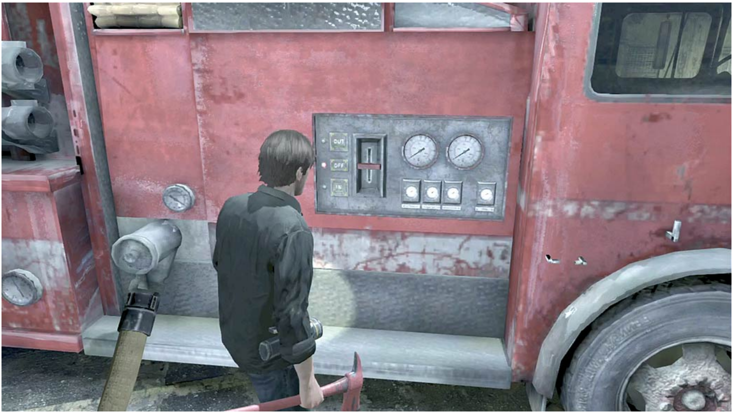
Open the police car's trunk to find a Forensic Flashlight. Collect this item to replace the Flashlight in your Inventory. In addition to a standard light beam, the Forensic Flashlight can emit a UV beam. Certain clues only appear under UV light; be sure to take advantage of this function.


STATE TROOPER

There's a Mystery item located inside of the police car. Open the passenger door and collect the Internal Memorandum from the seat.

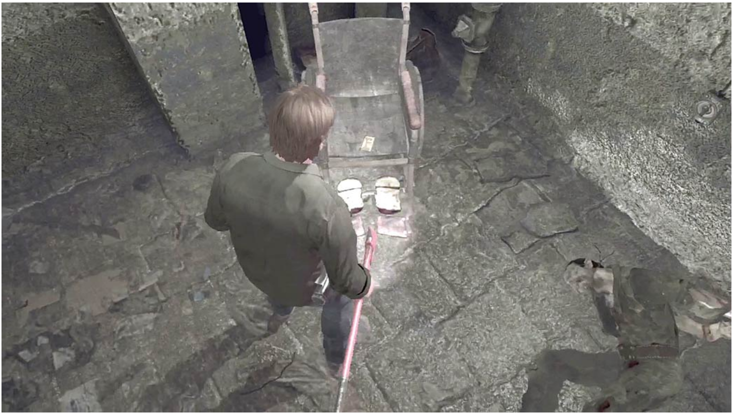
When you're done exploring the garage, move to the fire truck at the north end of the garage. Use a Crowbar to remove the padlock from the nearby gate.

After you've opened the gate, you must find a way to remove the water from the flooded staircase. Examine the fire truck's hose to trigger a short cutscene.



Once the hose is in place, use the fire truck's pump controls to drain the flooded staircase.

Examine the bricks north of the flooded staircase to trigger a short cutscene.

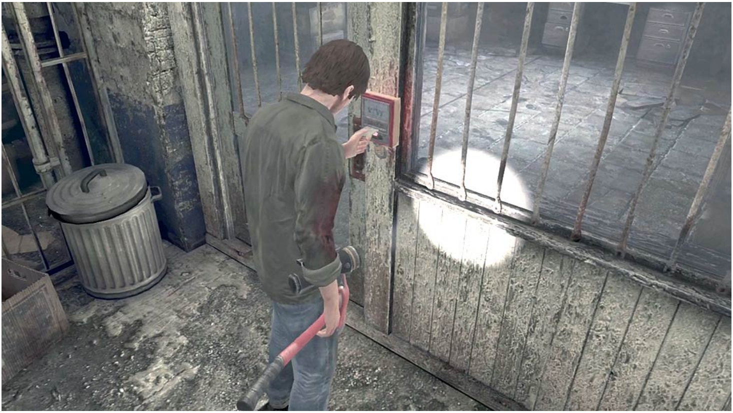


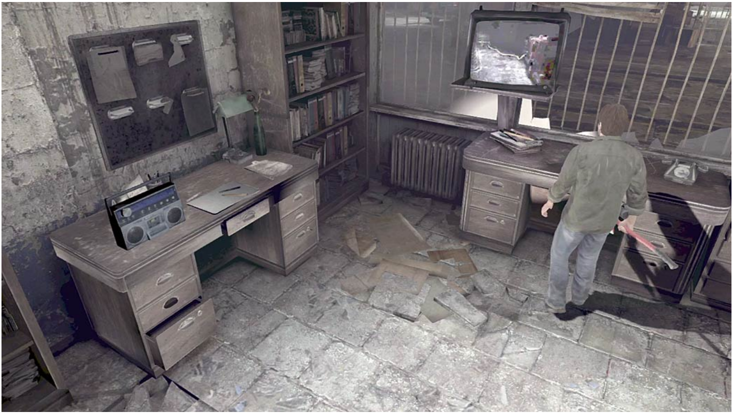
Head down the stairs and follow the path to the wheelchair at the end of the corridor. Collect the Security Card from the wheelchair, then return to the stairs and climb back up to the parking area.

Soon after you collect the Security Card, the corridor floods. Move quickly to stay ahead of the rising water. There are multiple Weeping Bats waiting in the parking area.

These creatures tend to attack from above, so always keep an eye on the ceiling. If you've got a decent supply of ammunition, consider using some of it to even the odds.

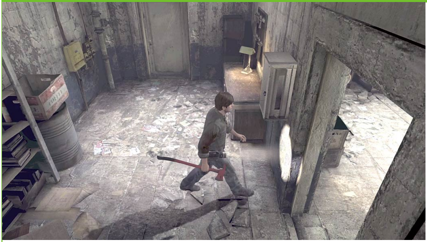
The weapons stashed around the garage can also cause decent damage when thrown. Each time a Weeping Bat drops down from the ceiling, run in and try to land a few hits before it springs out of reach.



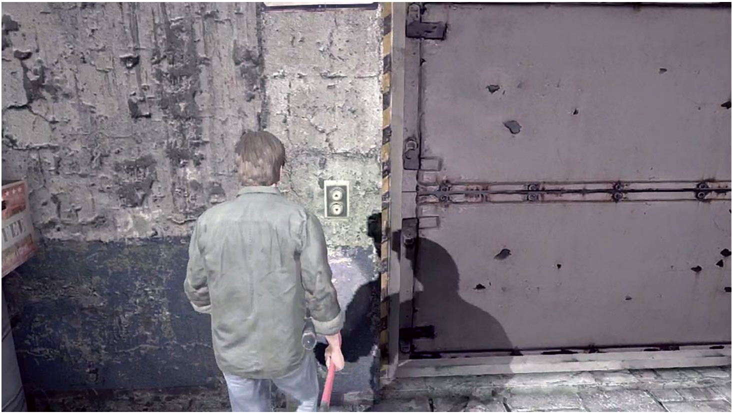


Use the Security Card to unlock the security office, then head inside and activate the gate controls to open the path to the elevator.

TIP

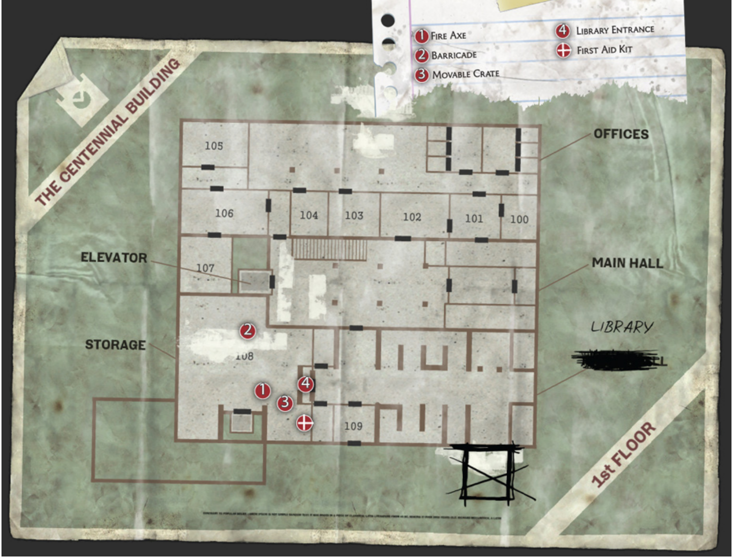


Before you leave the security office, check the shelves in the back room for a First Aid Kit.



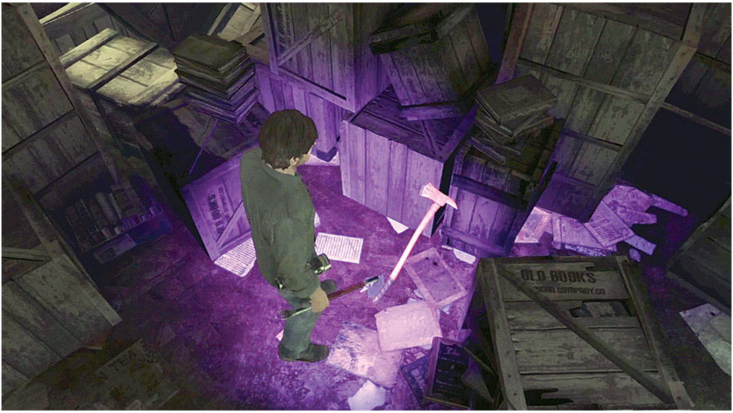
When you're ready to continue, use the call button to summon the elevator. After it arrives, step inside and press the button on the back wall.

Storage

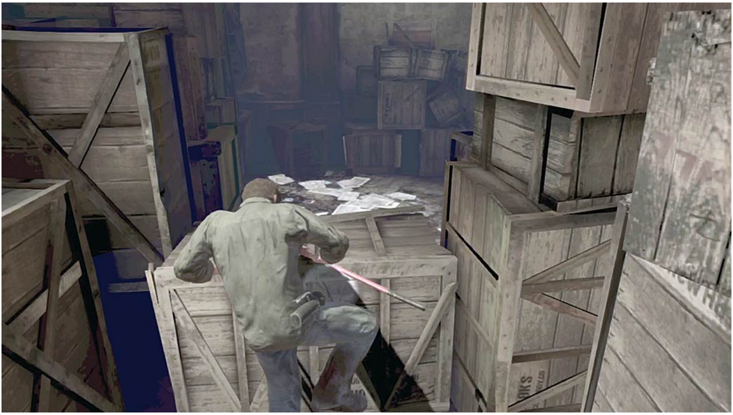

THE CENTENNIAL BUILDING
① Fire Axe
② Barricade
③ Movable Crate
④ Library Entrance
First Aid Kit
105
106
104
103
102
101
100
107
108
109
OFFICES
ELEVATOR
MAIN HALL
STORAGE
LIBRARY
1st FLOOR

NOTE

The storage area (room 108) is located on the Centennial Building's first floor. The crates and furniture stored in this large room have effectively turned it into a series of small areas connected by narrow paths.



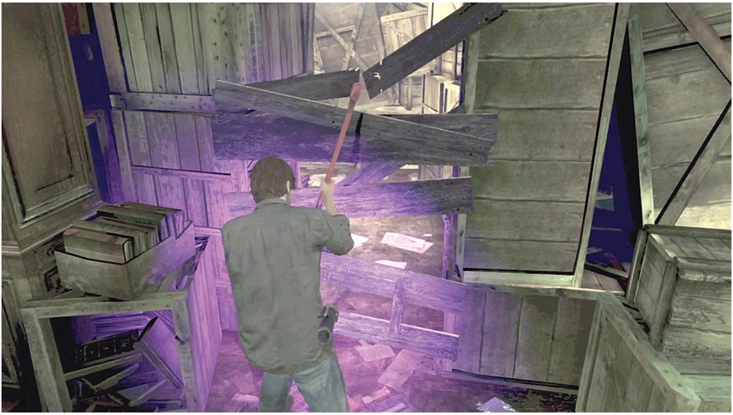
When you reach the storage area, step off of the elevator and search near the crates to your right. Grab the Fire Axe and turn around to follow the path along the edge of the room.



When you reach the end of the path, approach the toppled crate to automatically climb over it.

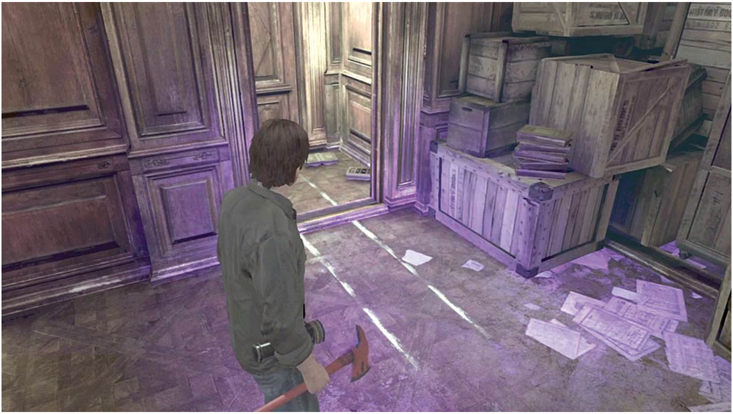
TIP

If you neglected to collect the Forensic Flashlight from the police car, you'll find one just past the crate.

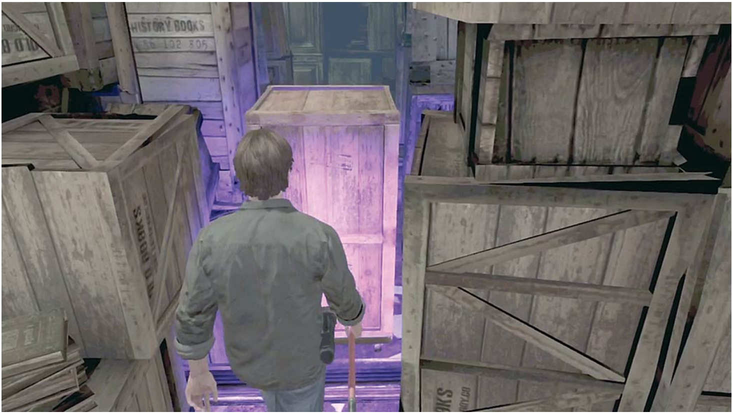


Use the Fire Axe to clear away the barricade, then follow the path through the rest of the storage area.

A Screamer is hidden just past the boards. Be prepared to defend yourself.

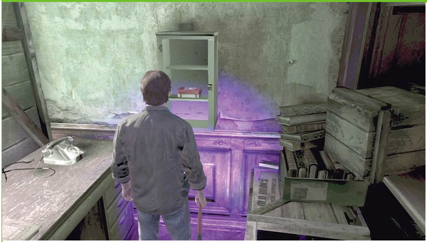


Use your UV beam to find a set of drag marks leading into the library.Before you leave the storage area, examine the nearby crates.


HISTORY BOOKS

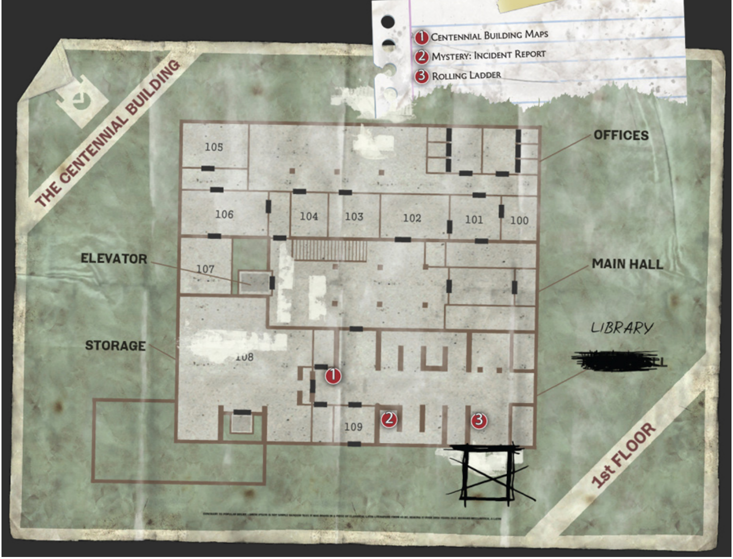
When you find the movable crate, push it toward the back wall to reveal a hidden area. After you search the area, return to the library entrance and head inside.

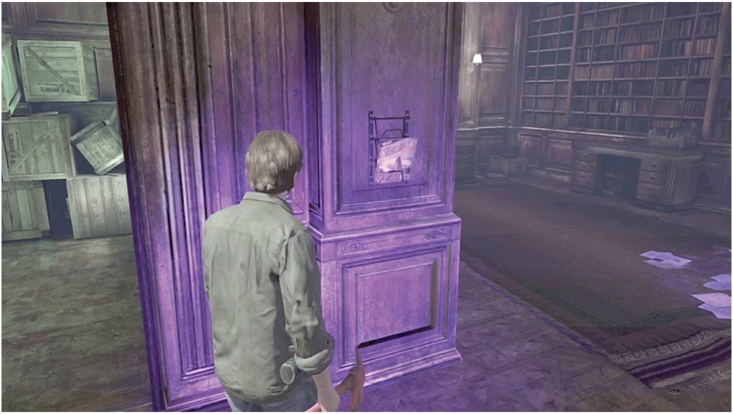
TIP



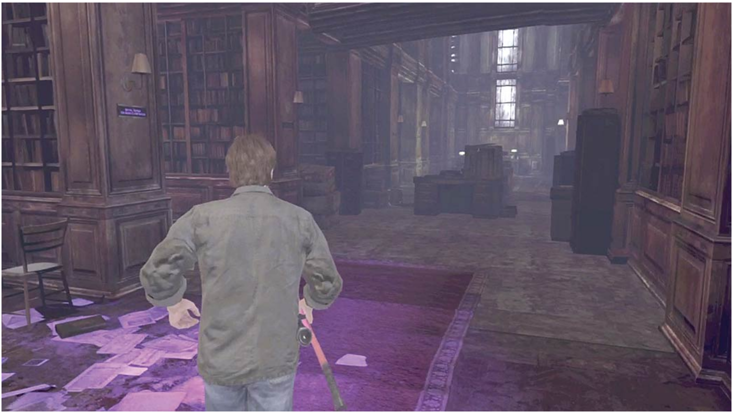
After you move the crate, check the shelves on your left for a First Aid Kit.

Library


① Centennial Building Maps
② Mystery: Incident Report
③ Rolling Ladder
THE CENTENNIAL BUILDING
105
106
104
103
102
101
100
107
108
109
OFFICES
ELEVATOR
MAIN HALL
STORAGE
LIBRARY
[redacted]
1st FLOOR



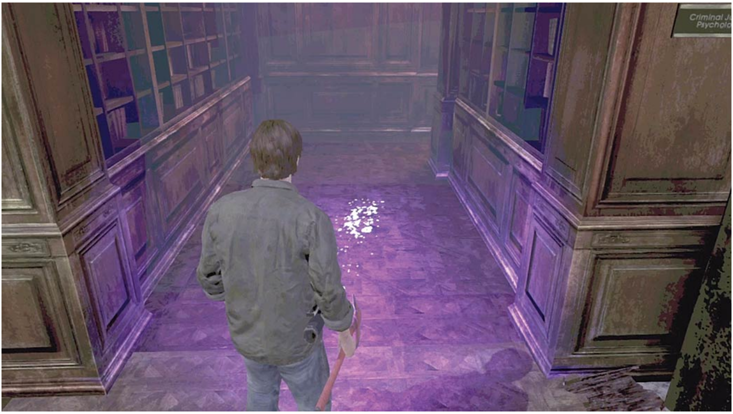
When you enter the library, veer left to find another set of Centennial Building maps on the wall.



As you explore the library, make sure your Forensic Flashlight's UV beam is active. Search each area for interesting items and hidden clues.

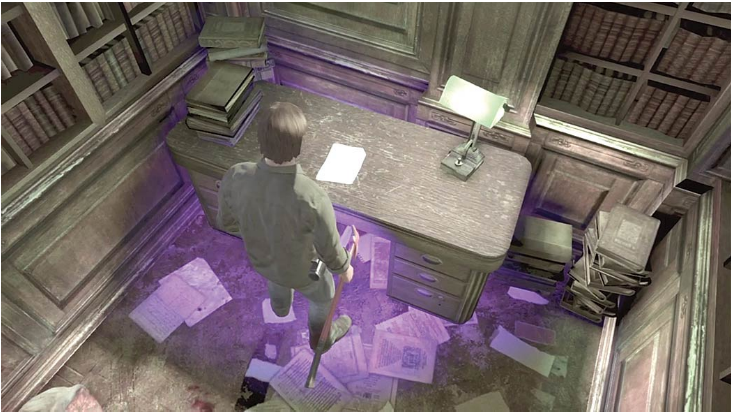
NOTE

Occasionally the UV beam reveals a book covered in fingerprints. Examine marked books for clues about the game's story.

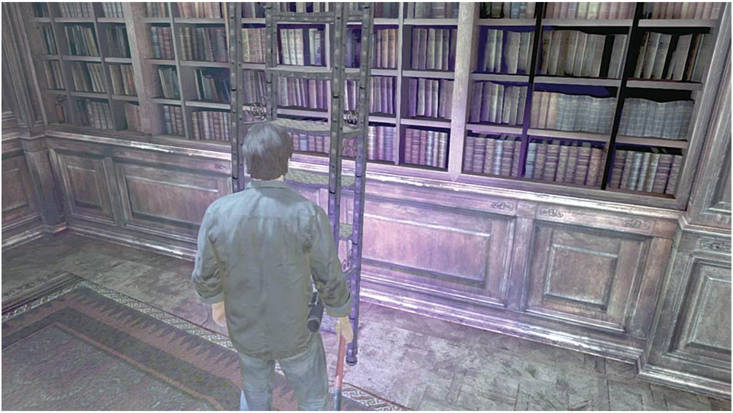

Criminal J
Psycholo

Search the stacks along the library's south wall to find a blood spatter on the ground. Follow the path between the books to find hidden area.

There's a Weeping Bat hidden just past the blood spatter. Be ready to defend yourself.



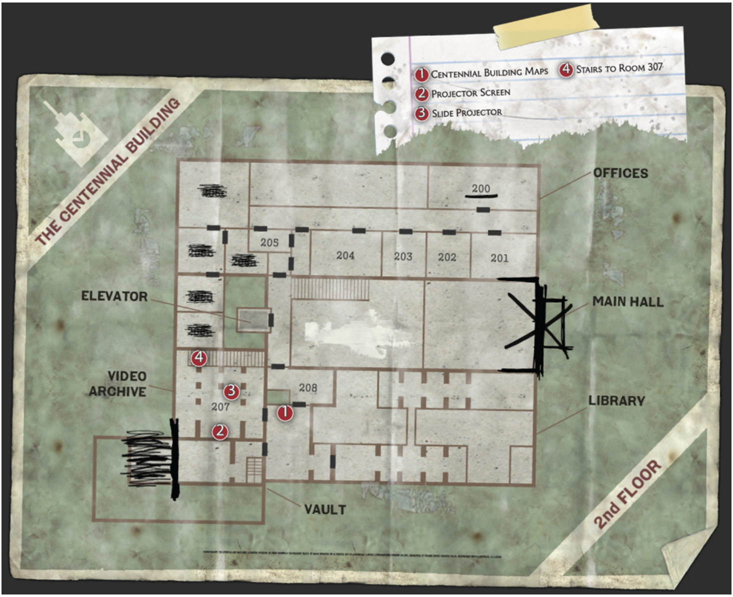
When you reach the desk hidden behind the stacks, collect the Mystery item to add the Incident Report to Murphy's Journal.



When you're finished exploring the library, find the rolling ladder near the end of the stacks. Push the ladder into place, climb up to the second floor, and follow the path to the antechamber at the end of the stacks.

Video Archive

Room 207


THE CENTENNIAL BUILDING
① Centennial Building Maps
② Projector Screen
③ Slide Projector
④ Stairs to Room 307
OFFICES
200
205
204
203
202
201
ELEVATOR
MAIN HALL
VIDEO ARCHIVE
207
208
LIBRARY
VAULT
2nd FLOOR

TIP

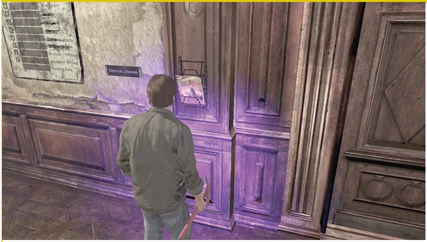
Once you've left the library, navigating the Centennial Building becomes a bit more complicated.

Try to remember any locations of hidden routes and suspicious items you might find in each room. New objectives often require that you revisit previously explored areas.

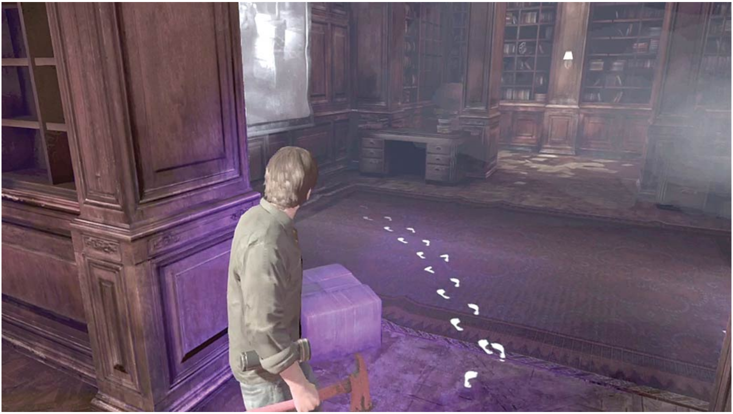
The second floor antechamber is essentially a hub connecting the Centennial Building's library, vault, video archive, and offices.

Before you enter the video archives, use the Forensic Flashlight's UV beam to search the antechamber for hidden clues.

NOTE

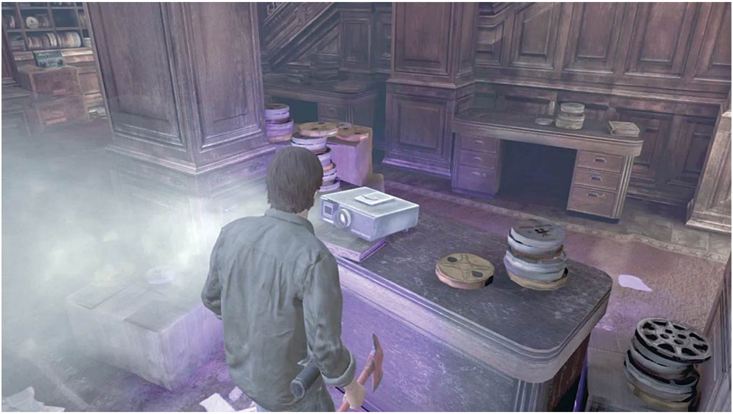

Silence, please

There's another set of Centennial Building maps on the rack near the office entrance.



When you're ready, enter the video archive and follow the footprints to the projector screen.

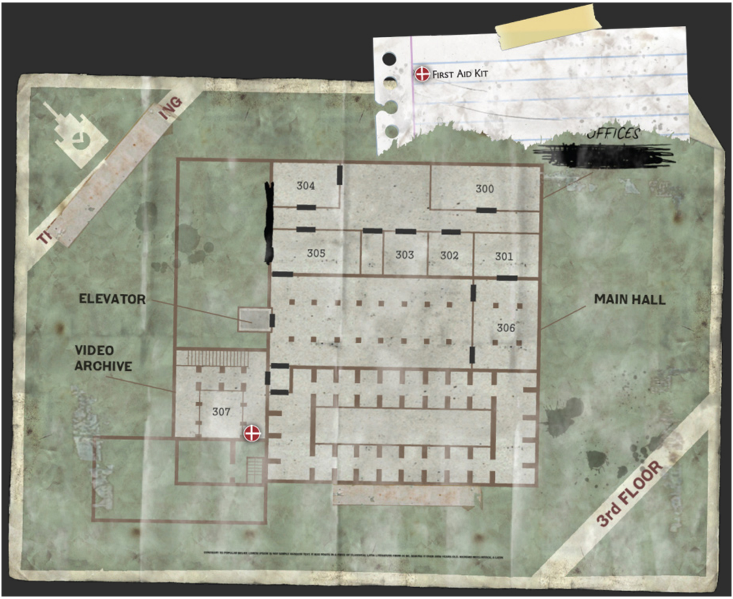
When you first enter the video archive, the projector screen is displaying a picture of the mayor. Aim a UV beam at the top of the image to reveal the mayor's office number.



The video archive contains some important items. Take note of the slide projector in room 207, then use the nearby stairs to climb up to room 307.

Before you can use the slide projector, you must collect the Slides from the mayor's office (room 200) on the other side of the building.

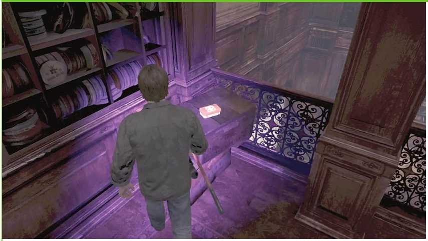
Room 307


First Aid Kit
OFFICES
304
300
305
303
302
301
ELEVATOR
MAIN HALL
306
VIDEO ARCHIVE
307
3rd FLOOR

Room 307 is essentially a mezzanine that overlooks the rest of the video archive; as such, the layout is fairly simple.

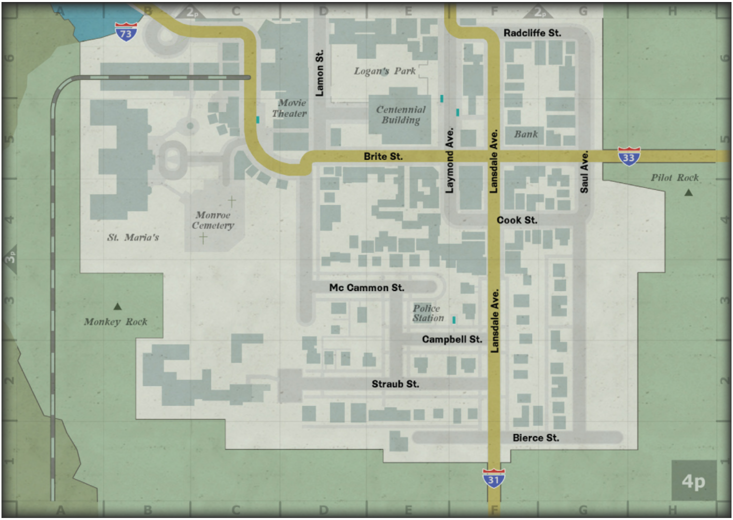
Search the shelves lining the walkway for useful items and hidden clues. When you're ready to move on, head back downstairs and return to the antechamber.

TIP



Before you leave room 307, check the boxes stacked in the southeast corner for a First Aid Kit.

Main Hall—Second Floor


A
B
2p
C
D
E
F
2p
G
H
73
Radcliffe St.
Lamon St.
Logan's Park
Movie Theater
Centennial Building
Laymond Ave.
Lansdale Ave.
Bank
Brite St.
Saul Ave.
33
Pilot Rock
Cook St.
Monroe Cemetery
St. Maria's
3p
Mc Cammon St.
Police Station
Campbell St.
Lansdale Ave.
Monkey Rock
Straub St.
Bierce St.
31
4p
6
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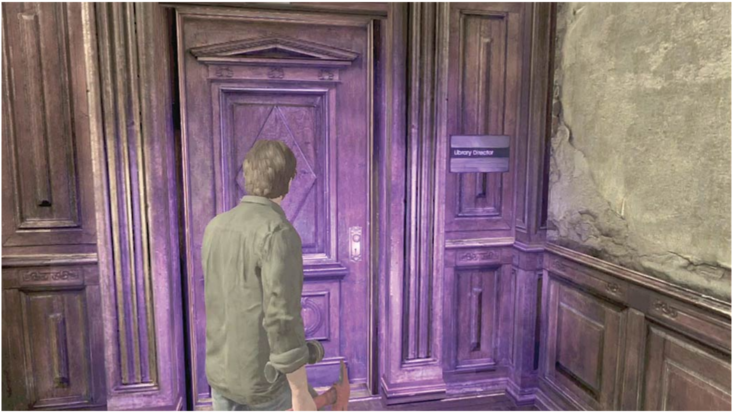
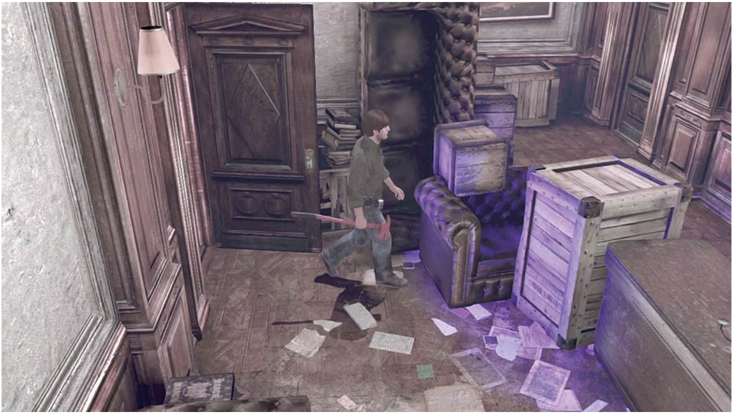
4
3
2
1

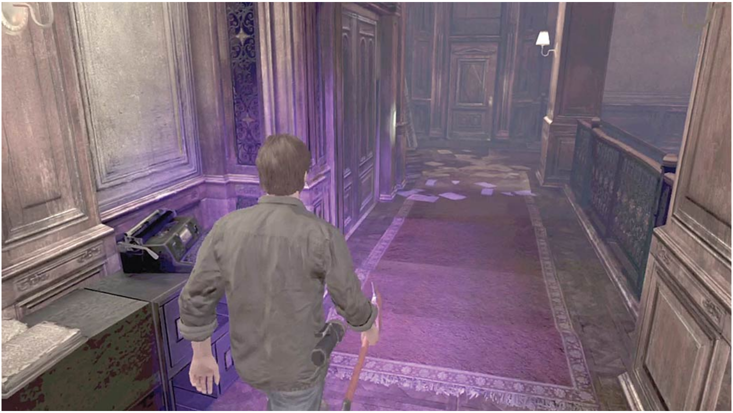


Library Director



When you're ready to continue, enter the library director's office (room 208) north of the antechamber. Follow the path around the crates and furniture at the center of the office.

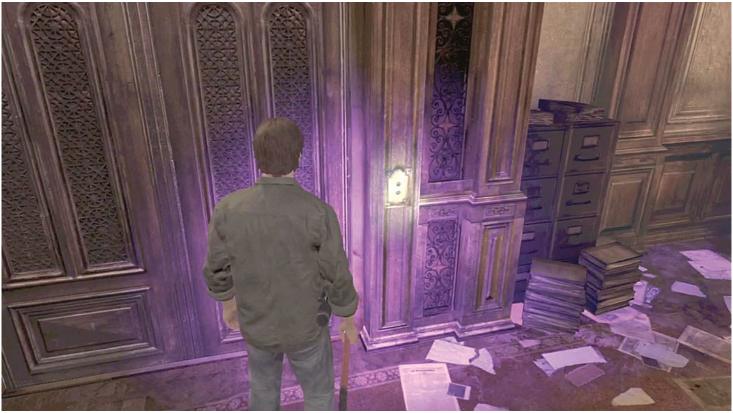
Pass through the door across the room to enter the main hall.



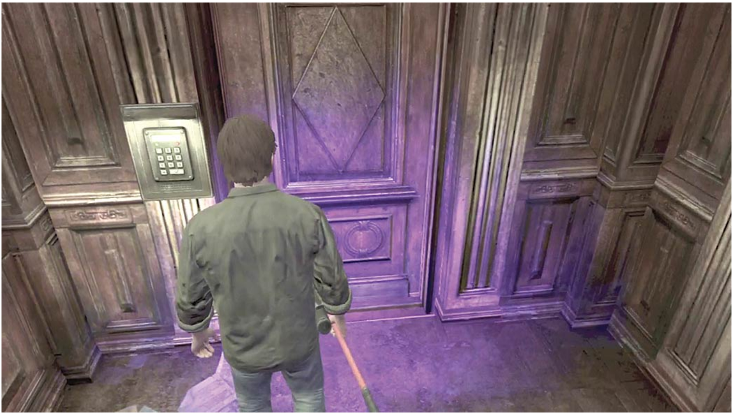
The second floor's main hall is essentially a walkway overlooking the first floor's main hall.

The building's central elevator is located along the wall to your left and the second-floor offices are through the door ahead of you.

The stairs across the hall lead down to the first floor.



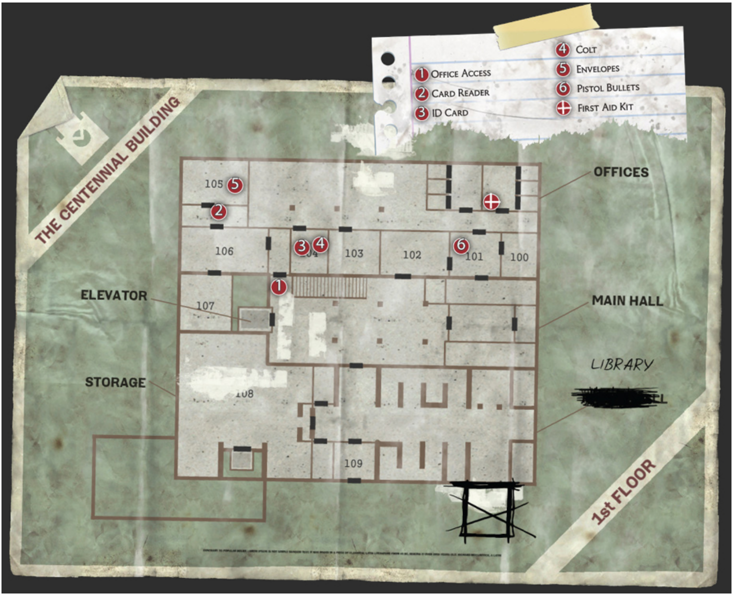
At this point, the building's central elevator is unresponsive. You must find a way to reactivate the elevator before you can use it.



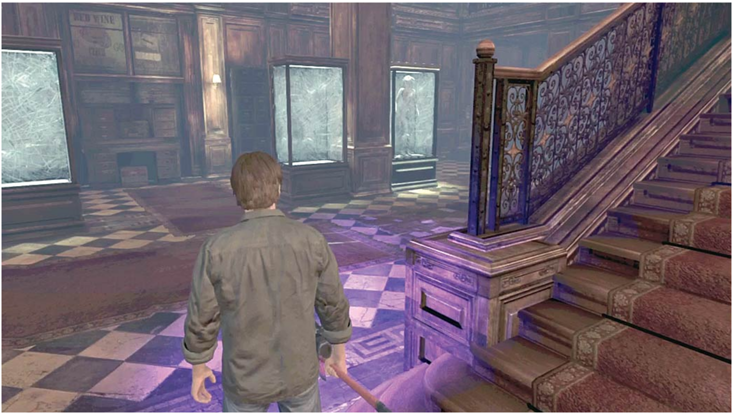
Continue past the elevator and enter the door across the hall. This small room contains a keypad. Before you can search the second-floor offices, you must obtain the appropriate code.

Return to the main hall and take the stairs down to the first floor.

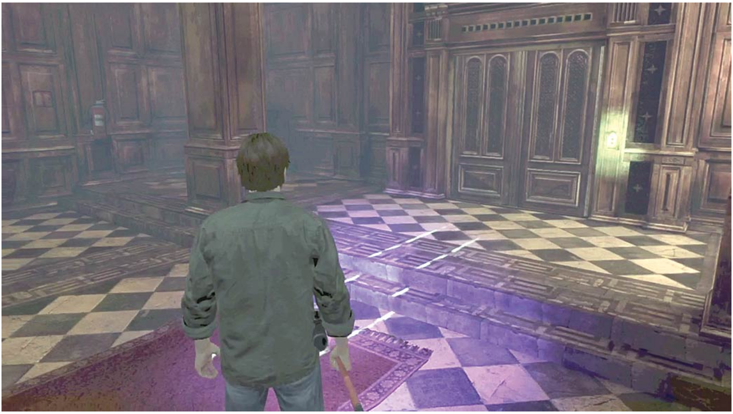
Offices—First Floor



① Office Access
② Card Reader
③ ID Card
④ Colt
⑤ Envelopes
⑥ Pistol Bullets
First Aid Kit
THE CENTENNIAL BUILDING
OFFICES
ELEVATOR
STORAGE
MAIN HALL
LIBRARY
1st FLOOR
105
106
104
103
102
101
100
107
108
109



When you reach the bottom of the stairs, turn right and use your UV beam to reveal the drag marks on the ground.

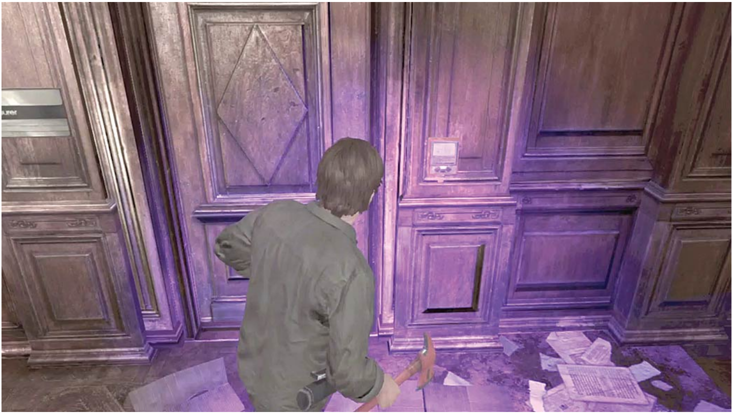


Follow the drag marks to the elevator, then head through the door on your right. Follow path through room 106 and into the office hallway.

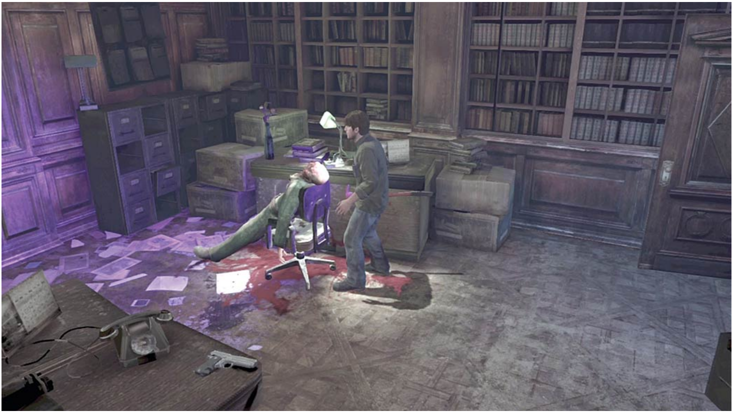
As you approach the elevator, a Doll bursts out of the nearby display case. Attacking Shadows are much easier to see in UV light; if you choose to fight, make sure your Forensic Flashlight is set to emit its UV beam.

If you prefer a quick escape, keep in mind that you'll eventually return to this area.

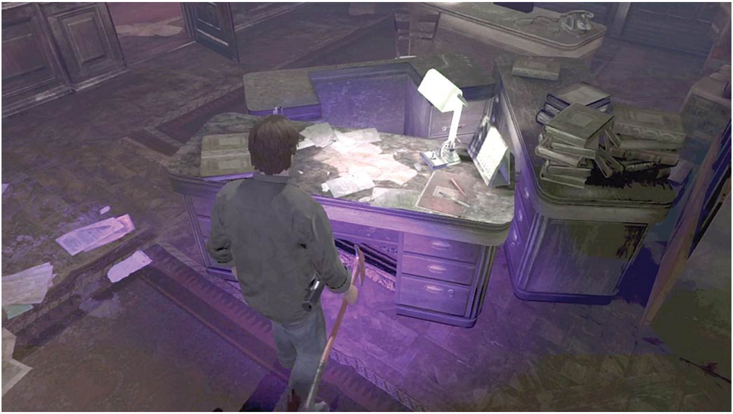
There's a second Doll in a display case at the main hall's south end. If you choose to explore the area at this time, be ready to defend yourself from additional attacks.



As you exit room 106, look for the card reader across the hall. The door to room 105 is locked; search the nearby offices for the means to open it.

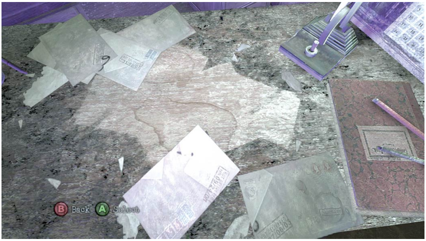


Examine the body in room 104 to add an ID Card to your inventory. Before you leave, collect the Colt from the nearby desk.



Return to room 105 and use the ID Card to open the door. Search the room to find some envelopes on one of the desks, then arrange them to reconstruct a series of numbers.

Puzzle Solution: Office Envelopes


B Back
A Select

There are six envelopes on the desk. Each one contains a fragment of one or more numbers. The numbers were written while the envelopes were gathered into a pile, but they've since been scattered across the desk.

You must arrange the envelopes to recreate the original pile. The thick layer of dust on the desktop indicates the outline of the original pile.

The dust on each envelope indicates the outline of any overlapping envelopes.

Depending on your chosen puzzle difficulty, some of the envelopes may already be in place:

Easy: On the Easy puzzle difficulty, three of the envelopes are in place.

Normal: On the Normal puzzle difficulty, one of the envelopes is in place.

Hard: On the Hard puzzle difficulty, none of the envelopes are in place.

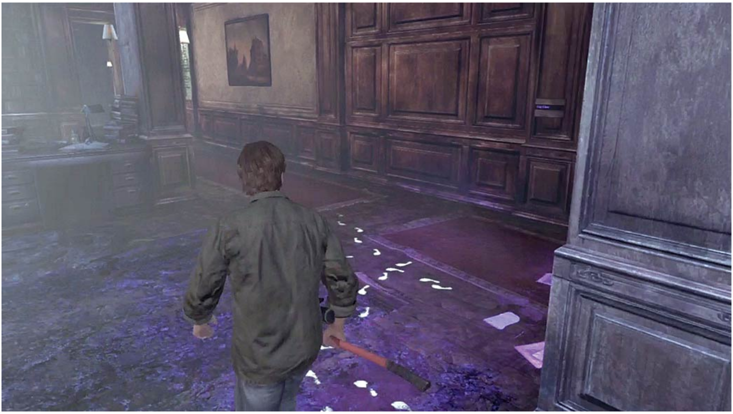
At first, it's best to focus on the envelopes that have a large amount of dust on them. Once you've selected one, use any number fragments to help narrow down its possible orientation within the pile.

Once you find a suitable location for the envelope, select a new one and repeat the process. As more numbers are revealed, the remaining envelopes are much easier to place.

When all of the envelopes are in place, a six-digit code (851136) is revealed.

TIP

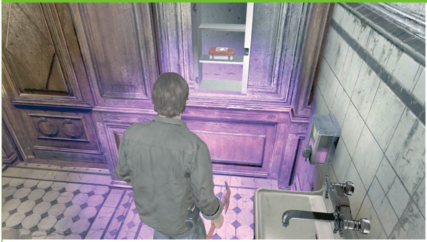
When you complete the puzzle, the Envelope Sketch is added to Murphy's Journal. Refer to this Mystery item if you forget the code before you have a chance to use it.



The code you obtained in room 105 unlocks the door blocking the second-floor offices; there are still some rooms to explore in this area, however.

Use the UV light to search for clues in and around the office hallway.

TIP



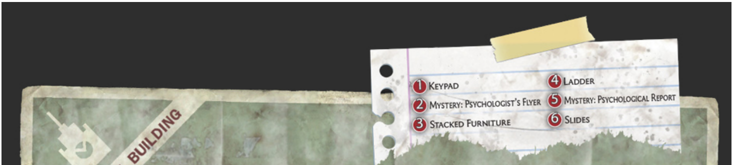
Check the shelves just inside the restroom for a First Aid Kit.

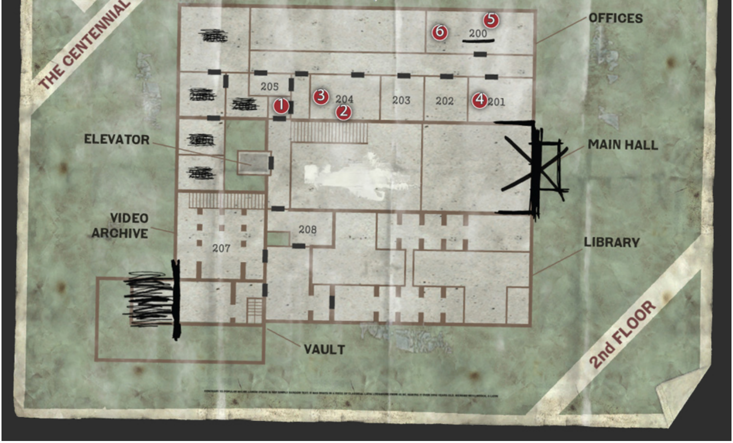
When you reach room 101, collect the box of Pistol Bullets from the couch. Follow the path through room 102 to return to the first floor's main hall.

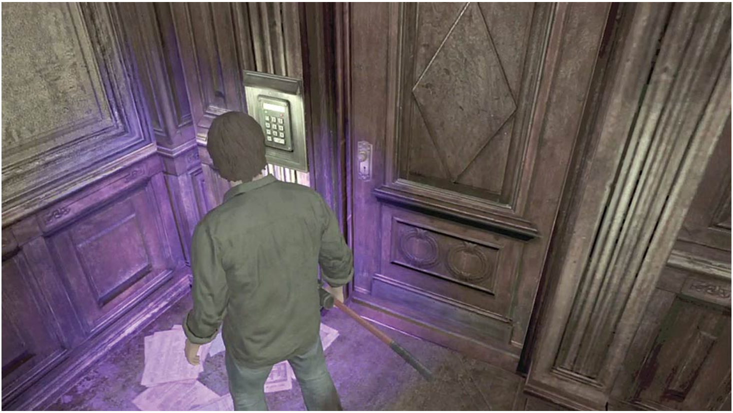
As you leave room 102, the second Doll in the main hall bursts out of its display case. Be ready for its attack.

When you're finished exploring the first floor's main hall, climb the stairs back up to the second floor.

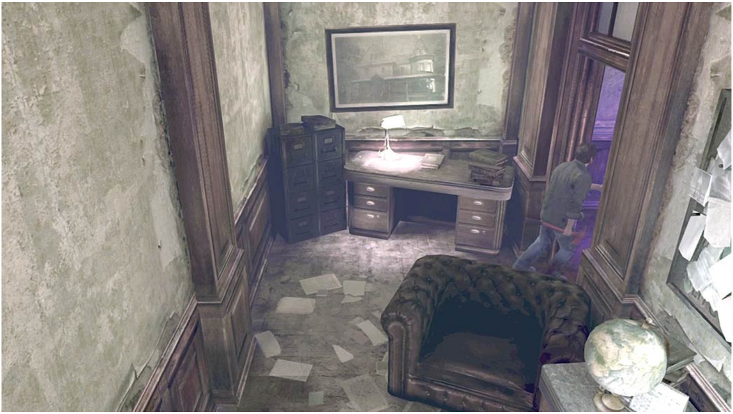
Offices—Second Floor


BUILDING
1 Keypad
2 Mystery: Psychologist's Flyer
3 Stacked Furniture
4 Ladder
5 Mystery: Psychological Report
6 Slides


THE CENTENNIAL
OFFICES
200
205
204
203
202
201
ELEVATOR
MAIN HALL
VIDEO ARCHIVE
207
208
LIBRARY
VAULT
2nd FLOOR
1
2
3
4
5
6

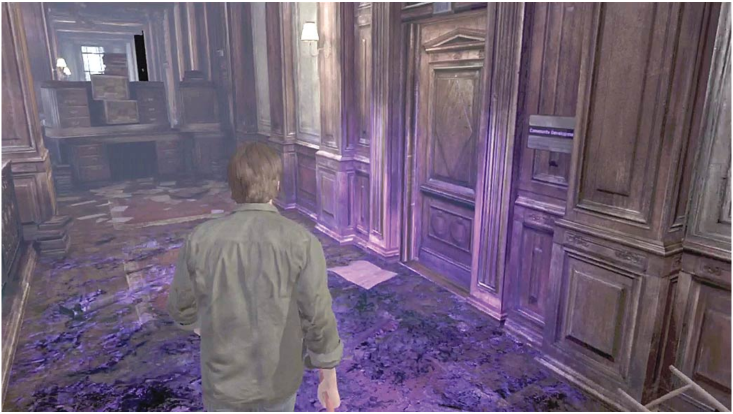


Return to the keypad at the north end of the second floor's main hall and input the code you obtained from the envelopes in room 105 (851136).

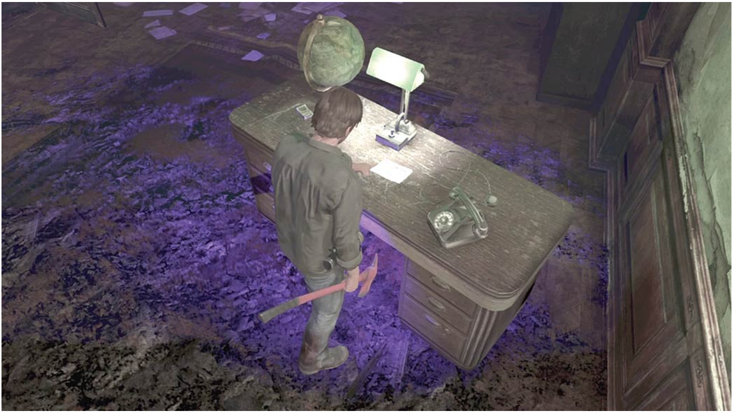


Open the door and follow the path through room 205 and out to the office hallway.

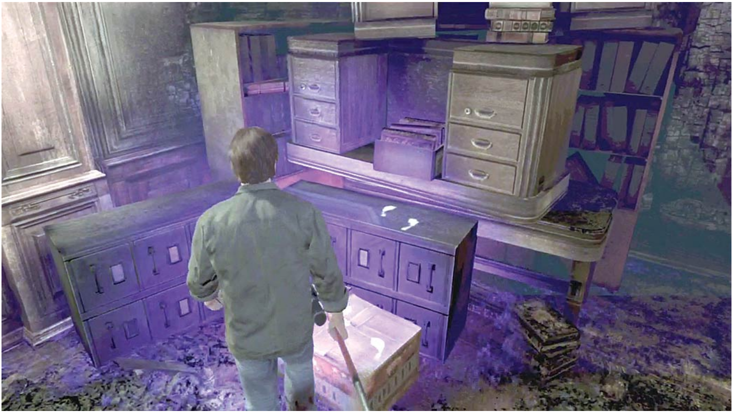
There's a Screamer waiting in the office hallway. Move quickly to interrupt the creature's first attack, or duck back into room 205 to draw the Screamer out of the hallway.



A barricade in the office hallway is blocking your path to the mayor's office. Enter room 204 to find an alternate route.

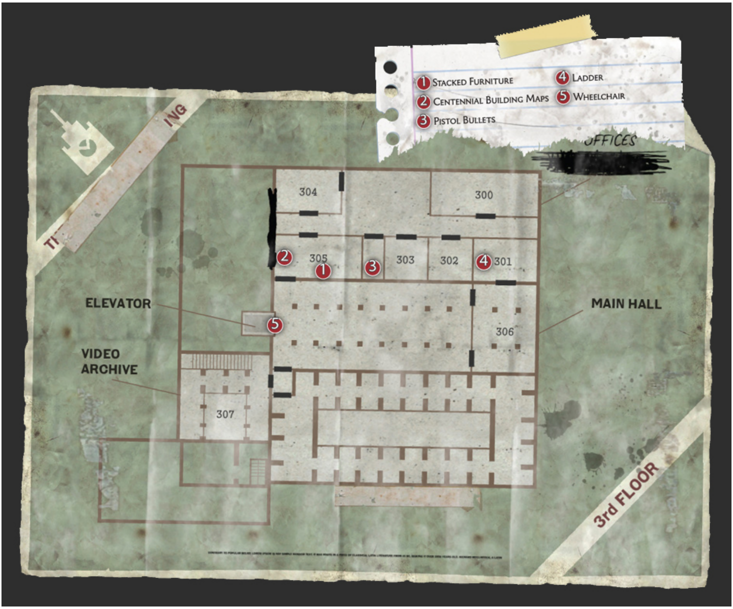


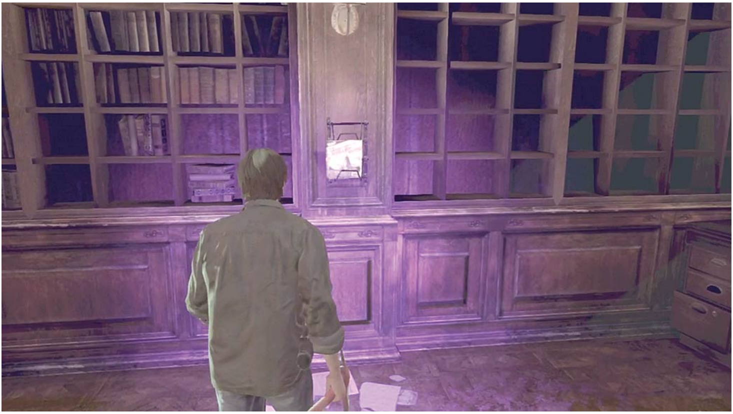
Examine the desk in room 204 to collect a Mystery item and add the Psychologist's Flyer to Murphy's Journal, then turn around to examine the stack of furniture behind you.



When you're ready, climb up the stack of furniture, through the hole in the ceiling, and into room 305.

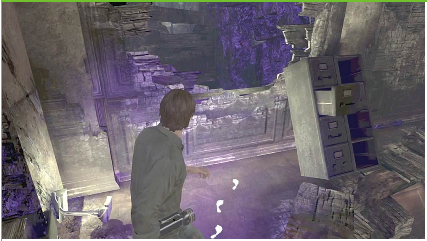
Offices - Third Floor


① Stacked Furniture
② Centennial Building Maps
③ Pistol Bullets
④ Ladder
⑤ Wheelchair
OFFICES
304
300
305
303
302
301
306
307
ELEVATOR
VIDEO ARCHIVE
MAIN HALL
3rd FLOOR

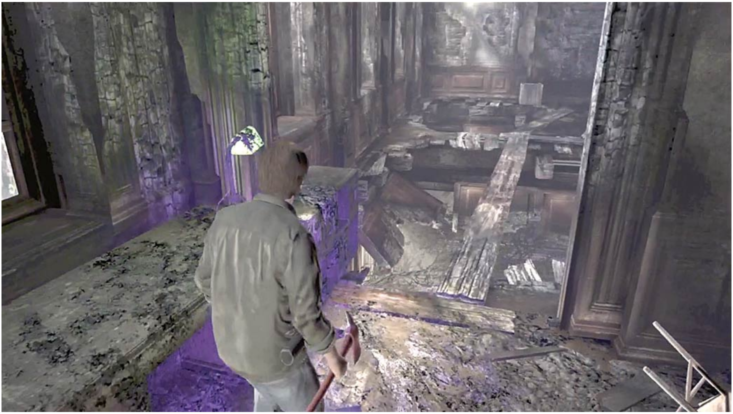


When you reach room 305, search the west wall to find another set of Centennial Building maps. Climb through the hole in the north wall and follow the path through the area.

TIP

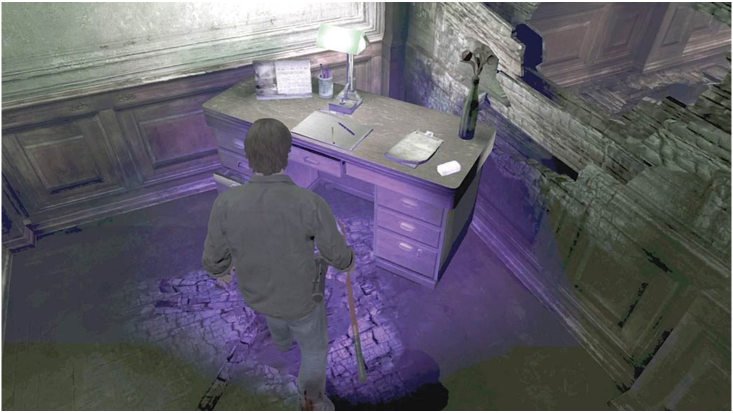


The third-floor offices are badly damaged, which can make it difficult to navigate the area. If you're having trouble identifying the path, use the Forensic Flashlight's UV beam to reveal hidden footprints.

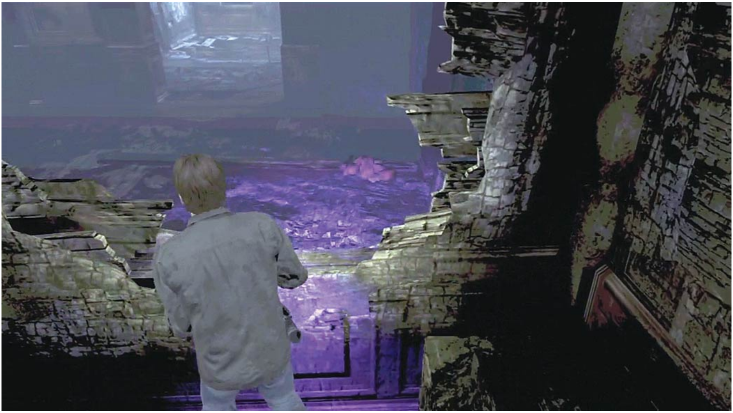


Follow the path across the hall, through the remains of room 304, and over the exposed floor planks.

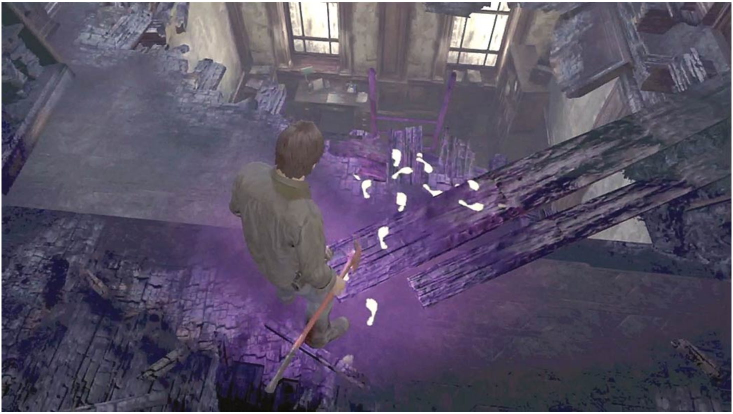
There’s a Doll hiding in room 303. As you reach the end of the planks, prepare to defend yourself from attacking Shadows.



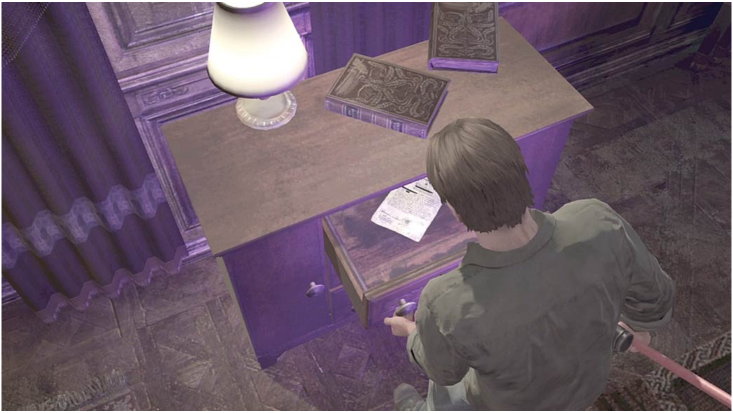
Before you follow the path through room 303, enter the small, unmarked office to the west and grab the Pistol Bullets on the desk.



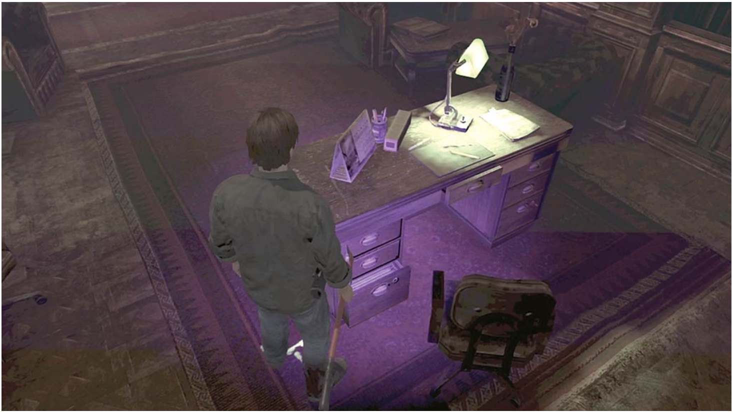
When you're ready to move on, enter room 303 and climb through the hole in the east wall.



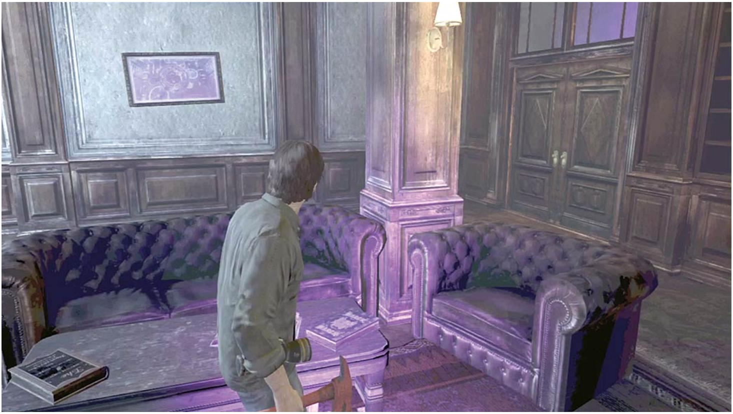
Follow the path through the remains of room 302 to find a hole in the floor of room 301. Climb down the ladder into room 201. The mayor's office (room 200) is located just across the hall.



Enter room 200 and search the drawers along the north wall. Collect the Mystery item inside to add the Psychological Report to Murphy's Journal.

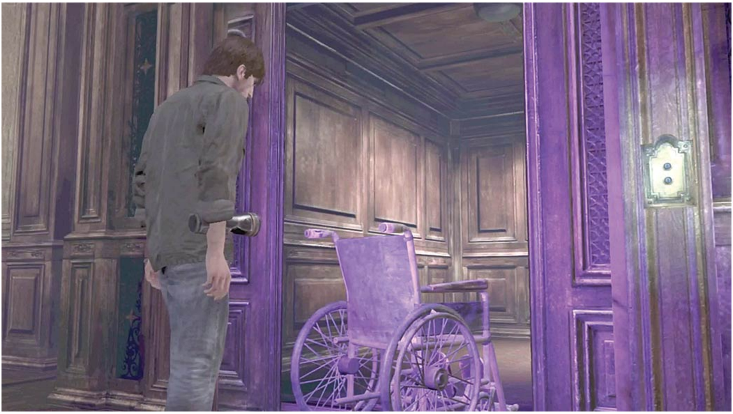


Collect the Slides on the mayor's desk, then return to room 201 and climb back up to the third floor.



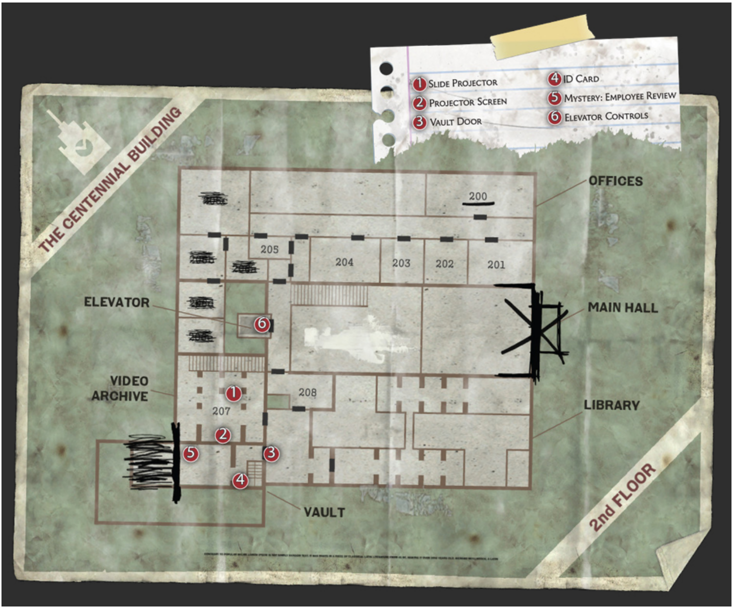
Pick up the trail at the top of the ladder and follow it into room 306. When you're done searching the area, open the double doors to enter the third floor's main hall.

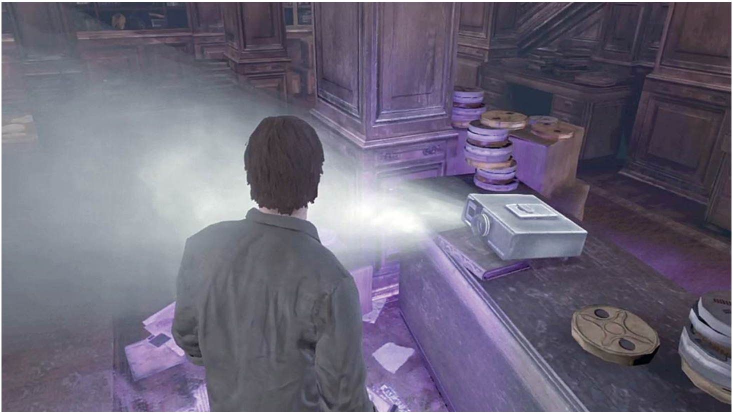
There are two Dolls in the main hall. Before you open the doors, make sure you're equipped to fight off multiple Shadows.



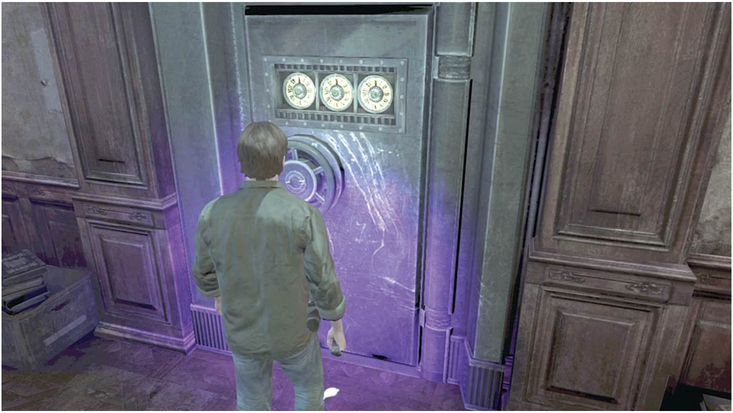
When you're done exploring the third floor, remove the wheelchair wedged in the elevator doors. Now that the elevator is operational, ride back down to the second floor.

Vault


THE CENTENNIAL BUILDING
① Slide Projector
② Projector Screen
③ Vault Door
④ ID Card
⑤ Mystery: Employee Review
⑥ Elevator Controls
OFFICES
200
205
204
203
202
201
ELEVATOR
MAIN HALL
VIDEO ARCHIVE
207
208
LIBRARY
VAULT
2nd FLOOR

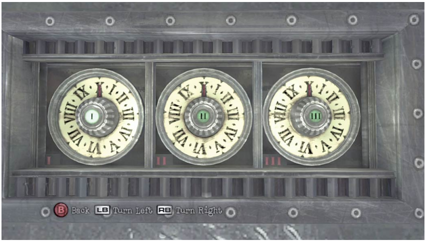


The Slides you collected from the mayor's office contain all of the information needed to open the vault. Return to the video archive and insert the Slides into the projector.



Use the images on the projector screen to determine the vault door's combination. When you're ready, unlock the vault and head inside.

Puzzle Solution: Vault Door


B Back
LB Turn Left
RB Turn Right

There are three numbered dials on the vault door, and each one must be set to indicate one digit of the vault's combination.

Once the Slides are in place, the projector cycles through a series of three images. Each image corresponds to one of the vault door's dials.

To decipher the combination, you must determine the digit and dial indicated by each of the slides.

Dial numbers and the combination's digits are presented as Roman numerals. Your chosen puzzle difficulty has no effect on the vault's combination, but it does determine the images that appear on the projector screen as follows:

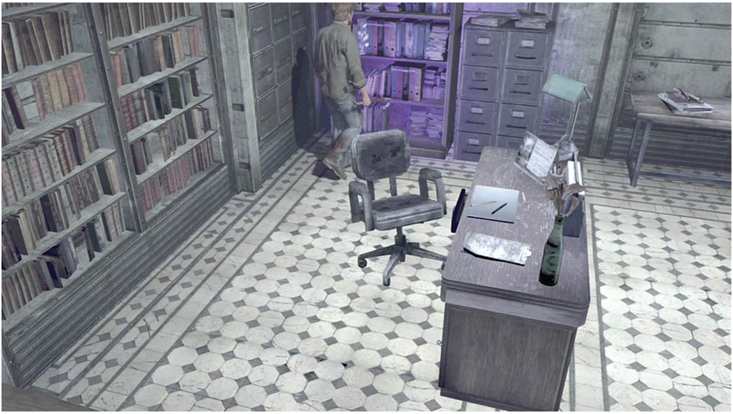
Easy: On the Easy puzzle difficulty, the corresponding dial's number appears at the top of each image and the clock's minute hand indicates the digit to set on the dial.

Normal: On the Normal puzzle difficulty, the minute hand in each image indicates one of the combination's digits, but only one image includes the number of the corresponding dial.

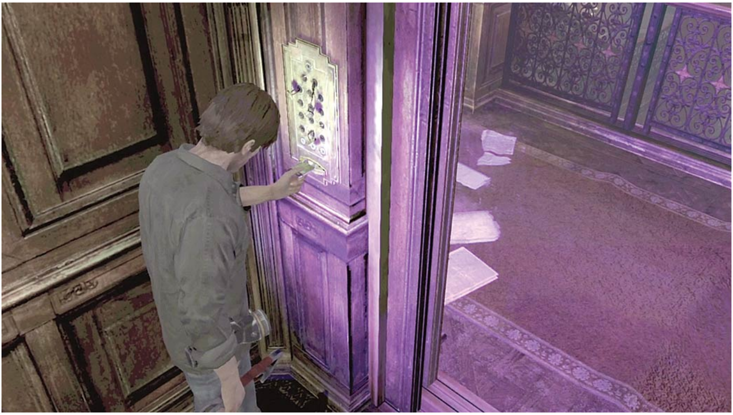
Hard: On the Hard puzzle difficulty, the image shows both of the clock's hands. The minute hand indicates one of the combination's digits, while the hour hand indicates the number of the corresponding dial.

Set the dials to display the vault's combination (IX-VI-I), then turn the wheel until the door swings open.

Examine the hanging body to find the ID Card, then head into the vault's main room to trigger a cutscene.

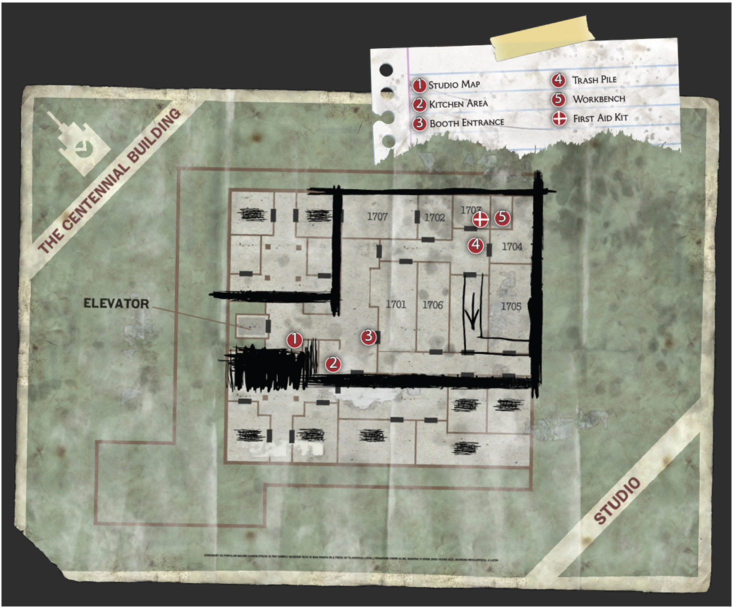


One of the books inside the vault contains a Mystery item. When the cutscene ends, examine the shelves near the file cabinets to add the Employee Review to Murphy's Journal.

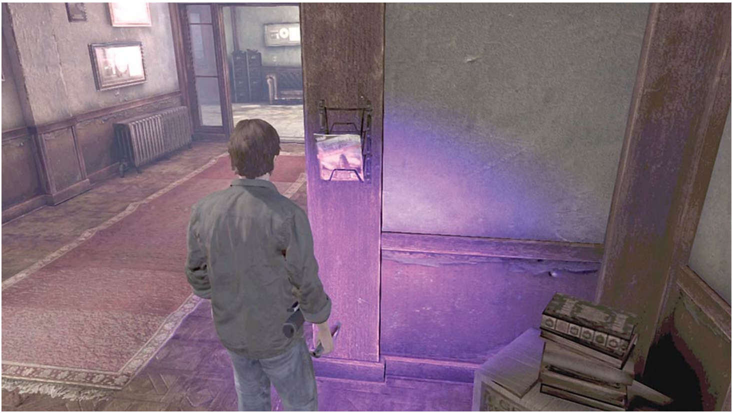


Step into the elevator and insert the ID Card into the control panel. When you're ready to move on, use the elevator to reach the studio on the top floor.

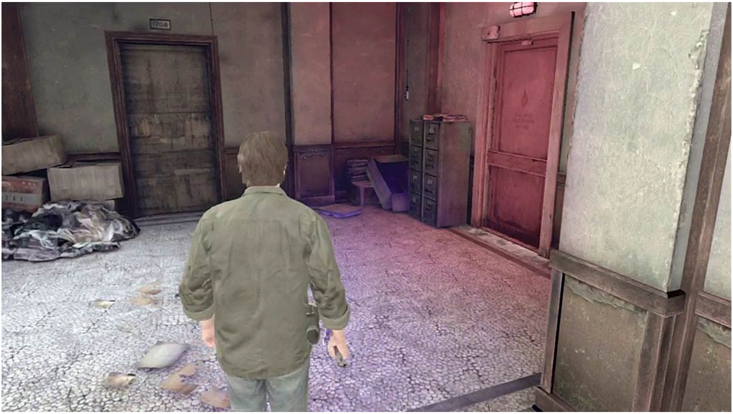
Studio



① Studio Map
② Kitchen Area
③ Booth Entrance
④ Trash Pile
⑤ Workbench
First Aid Kit
THE CENTENNIAL BUILDING
ELEVATOR
1707
1702
1703
1704
1701
1706
1705
STUDIO

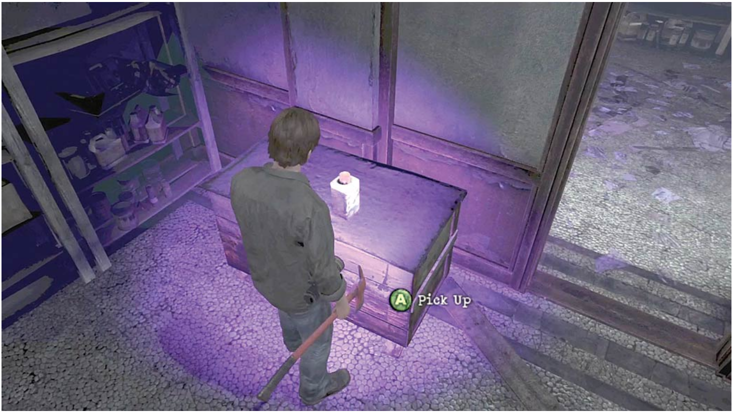


As you step off of the elevator, veer to the right and collect the Studio map from the wall ahead of you. When you're finished exploring the hallway and the kitchen area, enter the broadcasting booth to trigger a cutscene.

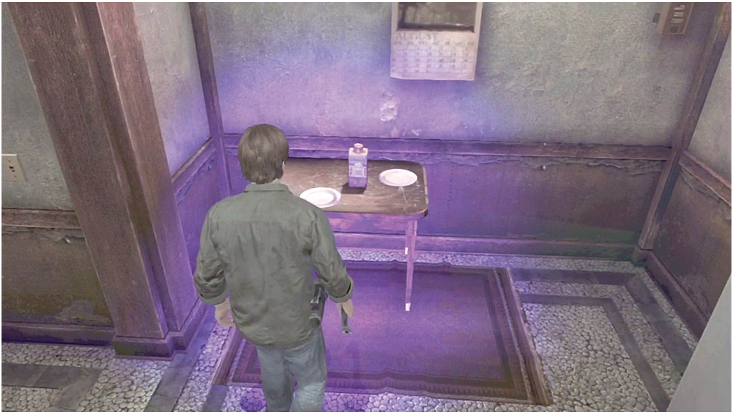


When the cutscene ends, continue through the booth and down the hallway to find some trash piled near the fire exit.

To leave the area, you must create a fire large enough to trigger the emergency systems. Search the studio for some Diluent to use as an accelerant.

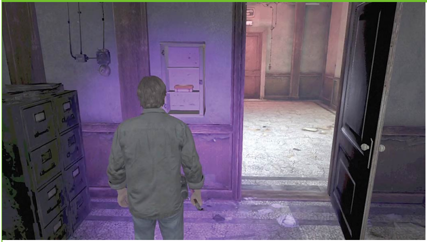


The Diluent's location is determined by your selected puzzle difficulty. In the Easy and Normal puzzle difficulties, the Diluent is on a workbench in room 1703.

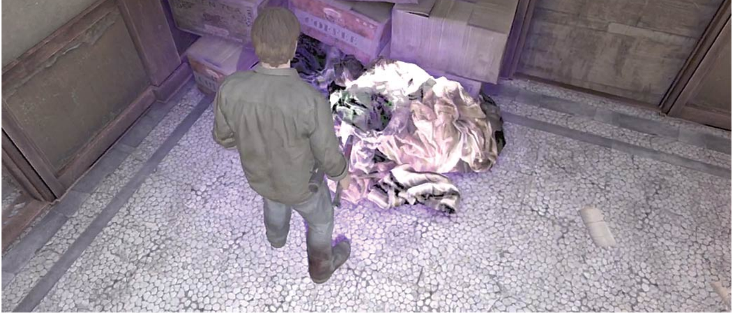


In the Hard puzzle difficulty, the Diluent appears on the table in the kitchen area.

TIP



Before you ignite the trash pile, check the shelves just inside of room 1703 for a First Aid Kit.

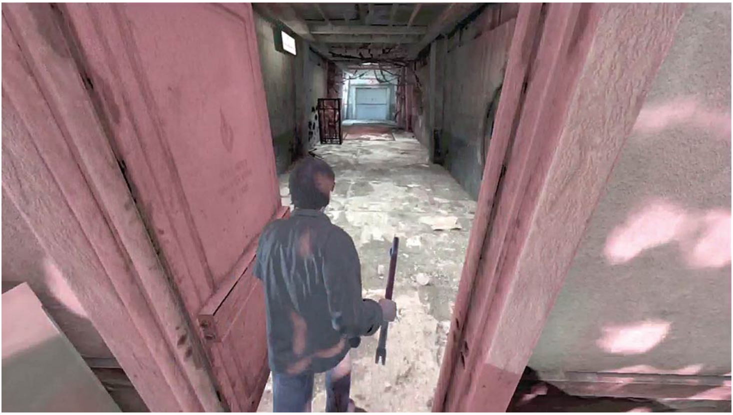


After you collect the Diluent, apply it to the trash pile. When you're finished exploring the studio, use your Lighter to ignite the trash.

Igniting the trash pile initiates an Otherworld chase sequence. Start running as soon as you regain control of Murphy.

Centennial Building Otherworld

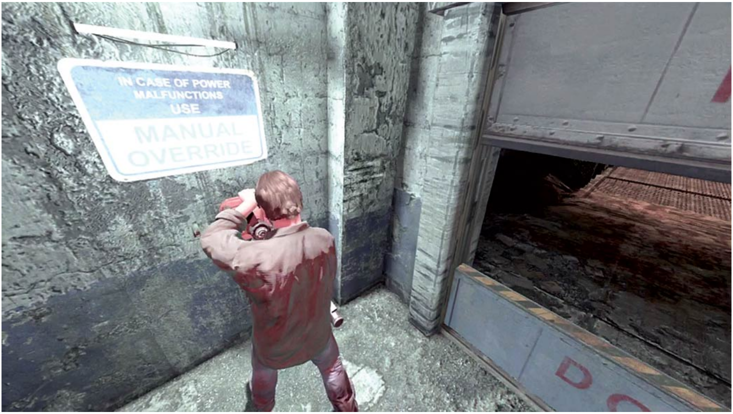
Hallway



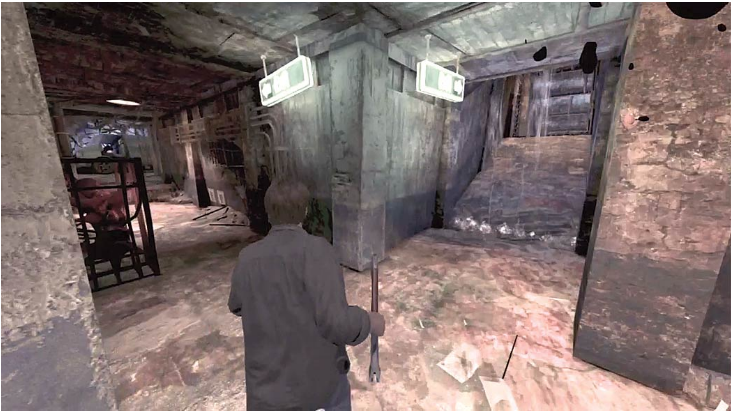
When the fire exit opens, run through the door and down the hall.

TIP

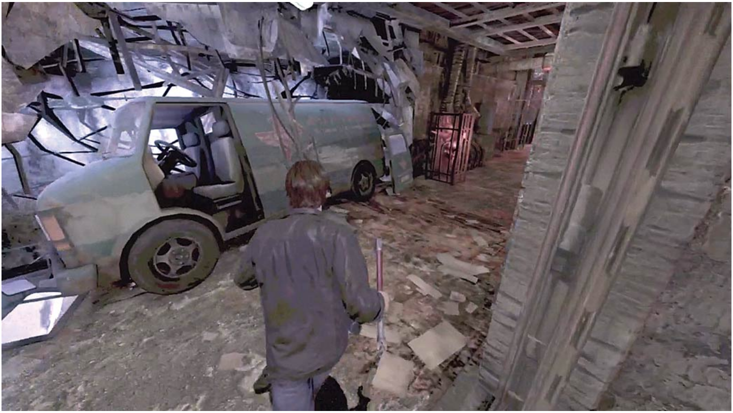
Each time you run past a cage, make sure you push it over.


IN CASE OF POWER
MALFUNCTIONS
USE
MANUAL
OVERRIDE

When you reach the fire door, use the valve to your left to open it. When the path is clear, run to the junction ahead of you.

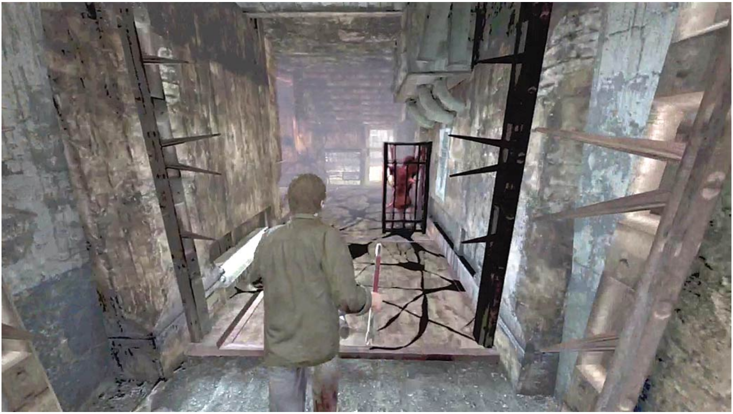


When you reach the junction, turn left and run to the end of the corridor.



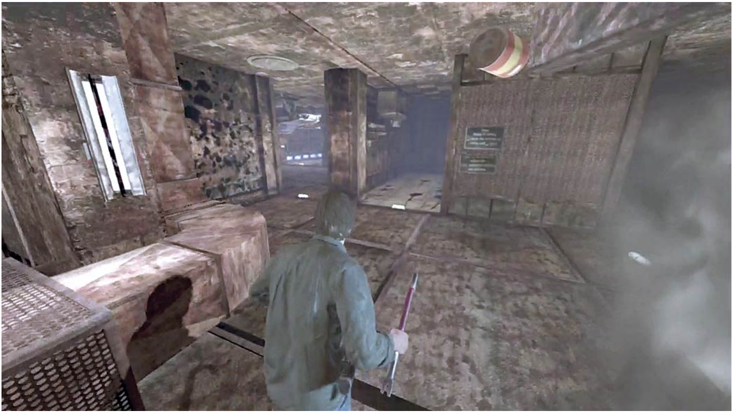
When you reach the van, make a right turn and run straight to the mirror at the end of the corridor. Remove the mirror from your path and explore the next room to trigger a brief cutscene.

The mirror is mounted on a fire door. The valve that controls the door can only be seen in the mirror image. Approach the "Manual Override" sign posted on the wall and turn the valve to open a path to the next room.

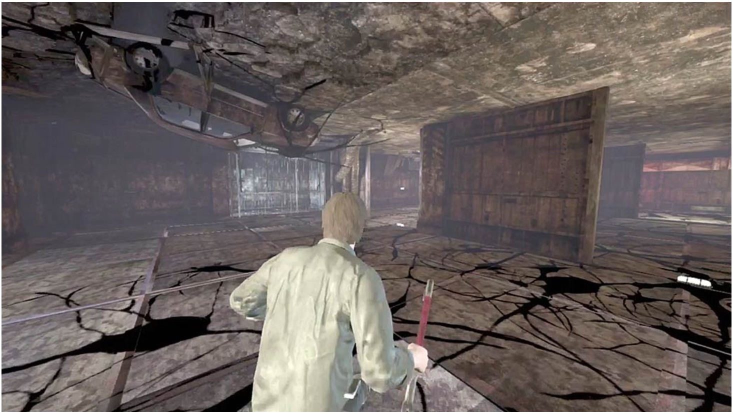


When you regain control of Murphy, turn around and run back down the corridor. Open the fire door, then follow the path into the next area.

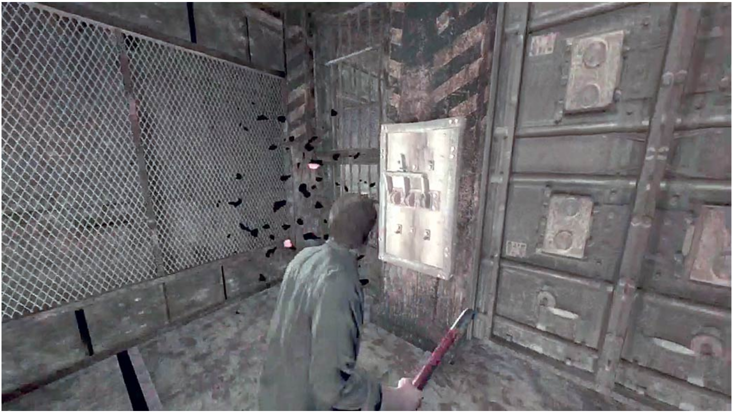
Garage



The corridors lead you to a partitioned garage. There are a number of potential routes you could take, but it's simplest to follow the path on your left.

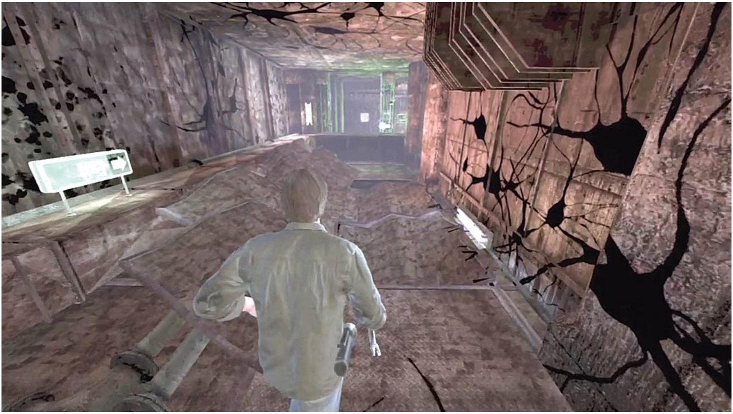


Each time you pass a partition, check the ceiling for any items that might fall in your path. Choose a direct route around each partition, but try to stay near the perimeter of the parking area.



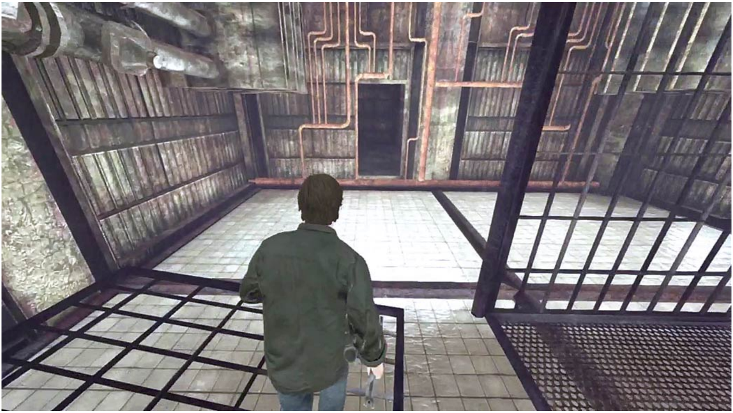
Follow the corridor at the end of the parking area and flip the switch near the large metal door. When the door opens, run into the next area and follow the path into the security office.

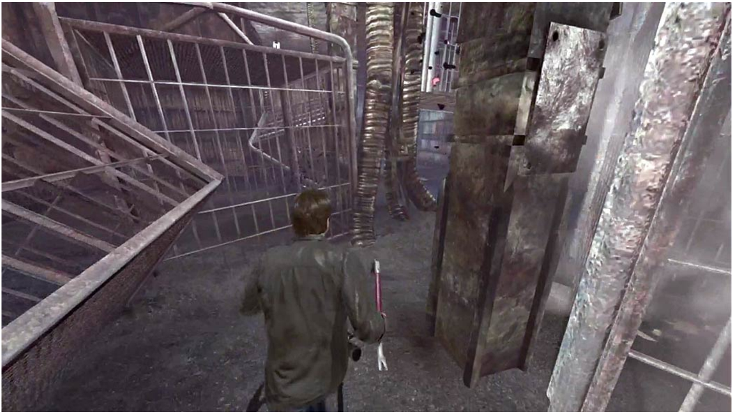
Cross the room and activate the console to open the nearby door.



Exit the security office and turn right. Enter the cell at the end of the path to ride to the next area.

Cells



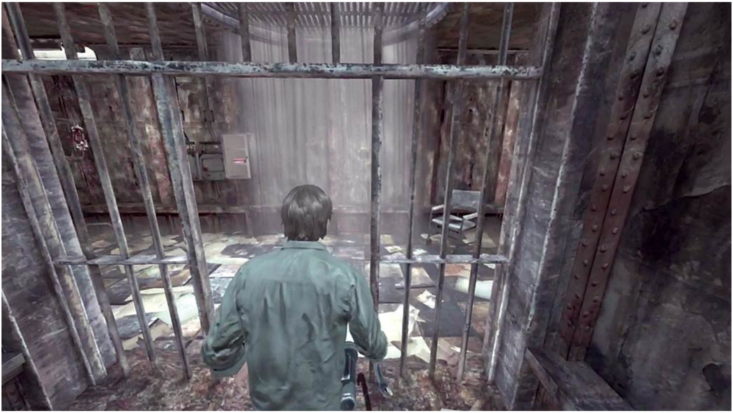


When the ride stops, leave the cell continue to the next area. Follow the path created by the falling cells and run to the marked exit.

As you exit the room, the void appears behind you. Turn right and run through the area as quickly as possible. Each time a cell lands, it sends a cloud of dust into the air.

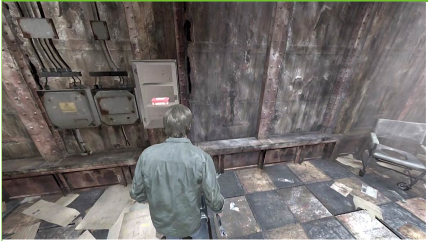
The path created by the cells is fairly simple, but it can be difficult to see where you're going. Stay alert, and keep moving. When you approach the exit, the floor gives way, dropping you down to the level below.

The void doesn't follow you beyond this point, so you're free to explore the remaining areas.



After you land, follow the path into the infirmary corridor. Proceed through the corridor in either direction to reach the next area.

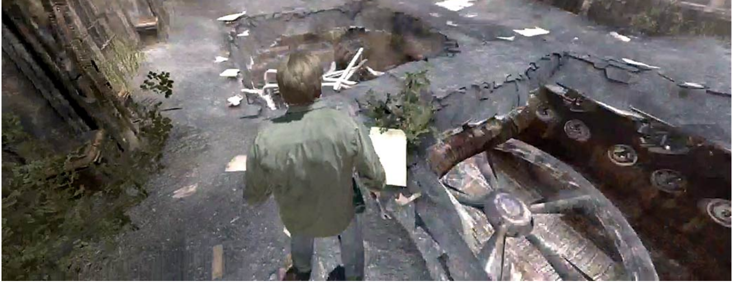
TIP



As you step into the infirmary corridor, check the shelves on the wall ahead of you for a First Aid Kit.

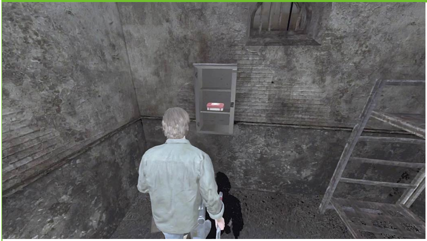
The infirmary corridor contains a number of Wall Corpses. These creatures shoot out harmful fluids, alternating between a single spray and two quick sprays.

Unless you're in a particular rush, it's usually best to slip past a Wall Corpse immediately after its rapid-fire attack.



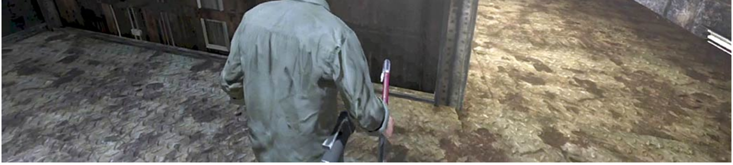
Exit the infirmary corridor to find more hanging cells. Carefully move through the area and avoid the holes created by any falling cells.

TIP



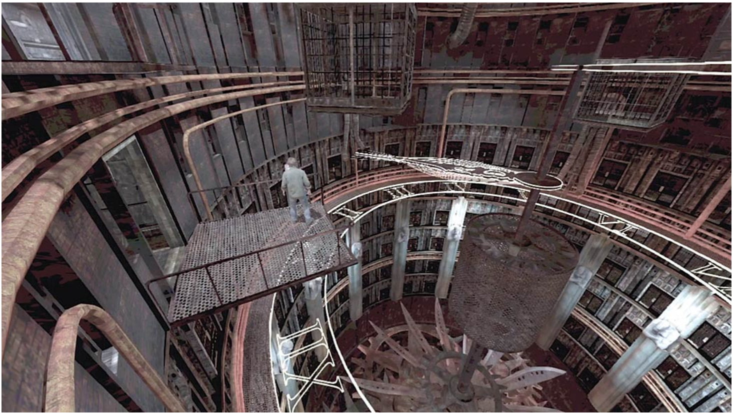
As you move through the area, look for the open cell on your left. Check the shelves within it for a First Aid Kit.

The last two cells that fall from the ceiling each contain a Screamer. If needed, select a new weapon from the rubble pile near the first Screamer.



Once you're past the cells, look for the portrait hanging on the wall. Rotate the portrait to reveal the path to the clock tower.

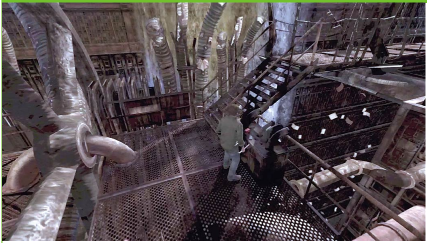
Clock Tower



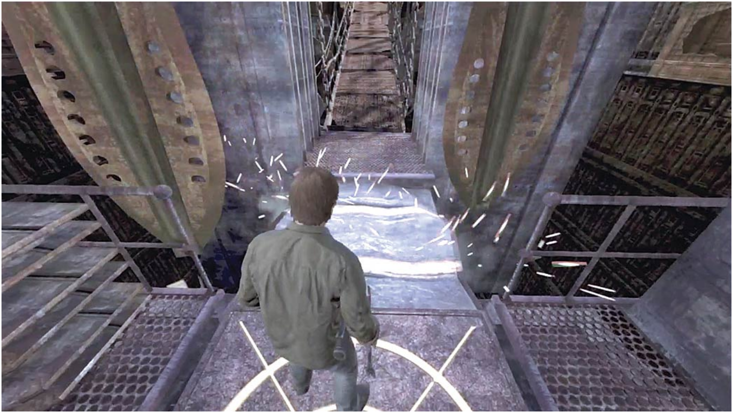
Proceed along the path to a small platform near a spinning hour hand. Press the button on the guardrail to stop the hand as it approaches the platform.

Step onto the hour hand, ride up to the minute hand, and follow the path through the clock's inner workings.

TIP



Check the console past the bladed gears to find some Shotgun Shells and Pistol Bullets.

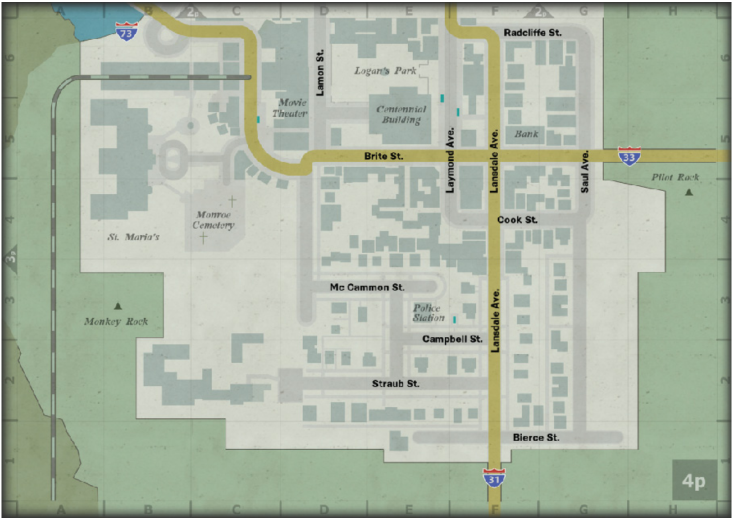


Two large blades are blocking the path beyond the gears. Approach the blades to trigger a pressure switch; after a moment, the blades slow down.

Run toward the blades as they scrape across the walkway to slip by them before they return. Continue to the end of the walkway to trigger a cutscene and leave the area.

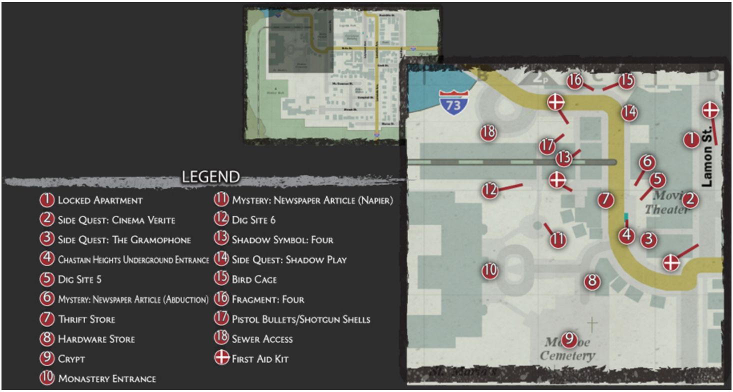
Campaign

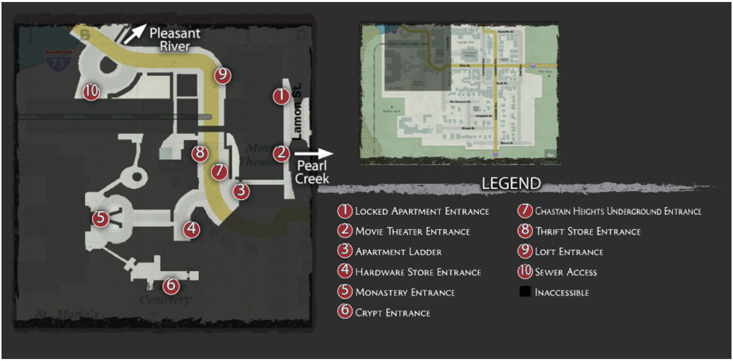
Chastian Heights


A
B
2p
C
D
E
F
2p
G
H
73
6
5
4
3
2
1
3p
Radcliffe St.
Lamon St.
Logan's Park
Movie Theater
Centennial Building
Bank
Brite St.
Laymond Ave.
Lansdale Ave.
Saul Ave.
33
Pilot Rock
Cook St.
Monroe Cemetery
St. Maria's
Mc Cammon St.
Police Station
Monkey Rock
Campbell St.
Straub St.
Bierce St.
31
4p

NOTE

The northern edge of Chastain Heights runs along the border of the downtown and port areas. Depending on your exact location, your current position might appear on either of the town maps in Murphy's Journal.

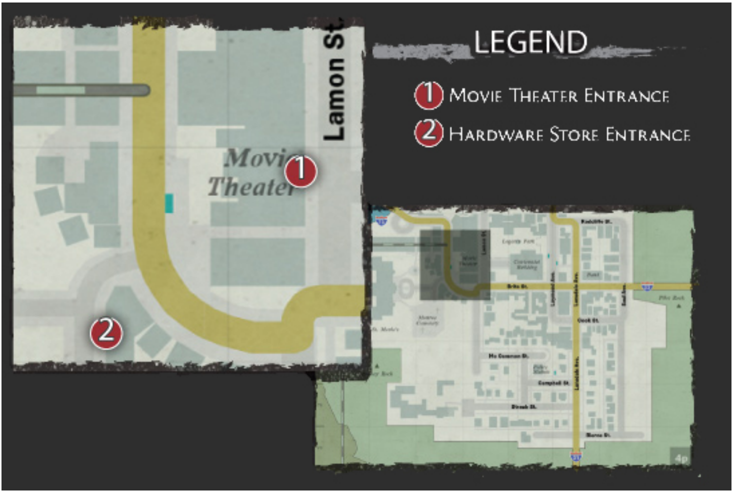

LEGEND
① Locked Apartment
② Side Quest: Cinema Verite
③ Side Quest: The Gramophone
④ Chastain Heights Underground Entrance
⑤ Dig Site 5
⑥ Mystery: Newspaper Article (Abduction)
⑦ Thrift Store
⑧ Hardware Store
⑨ Crypt
⑩ Monastery Entrance
⑪ Mystery: Newspaper Article (Napier)
⑫ Dig Site 6
⑬ Shadow Symbol: Four
⑭ Side Quest: Shadow Play
⑮ Bird Cage
⑯ Fragment: Four
⑰ Pistol Bullets/Shotgun Shells
⑱ Sewer Access
✚ First Aid Kit
73
Lamon St.
Movie Theater
Cemetery
St. Maria's


Pleasant River
Lamon St.
Pearl Creek
Movie Theater
Cemetery
St. Maria's
73
LEGEND
① Locked Apartment Entrance
② Movie Theater Entrance
③ Apartment Ladder
④ Hardware Store Entrance
⑤ Monastery Entrance
⑥ Crypt Entrance
⑦ Chastain Heights Underground Entrance
⑧ Thrift Store Entrance
⑨ Loft Entrance
⑩ Sewer Access
■ Inaccessible

NOTE

St. Maria's Monastery holds the next phase of the game's story. After entering the building, you cannot leave until you've completed a series of objectives.

Side Quest: Cinema Verite


LEGEND
① Movie Theater Entrance
② Hardware Store Entrance
Lamon St.
Movie Theater
1
2

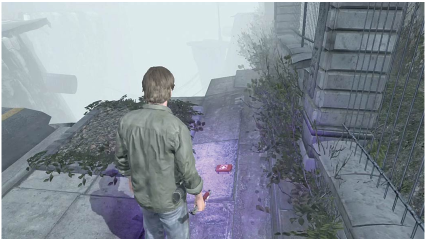
NOTE

Depending on your chosen puzzle difficulty, you may have to retrieve an item from the hardware store southwest of the movie theater.

Explore the Movie Theatre

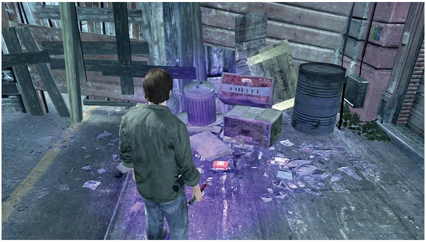
The “Cinema Verite” side quest begins in the movie theater on Lamon Street, west of the Centennial Building. Before you enter the theater, search Lamon Street for useful items.

TIP



Search Lamon Street's east sidewalk for a First Aid Kit located north of the park entrance.

TIP

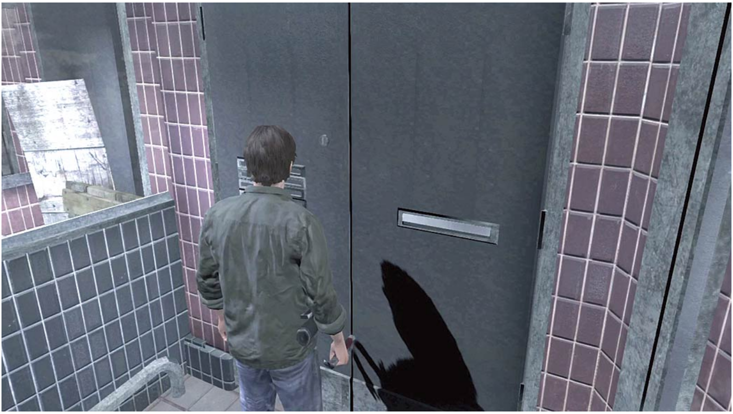


Run past the movie theater and look for a First Aid Kit near the barrier to the south.

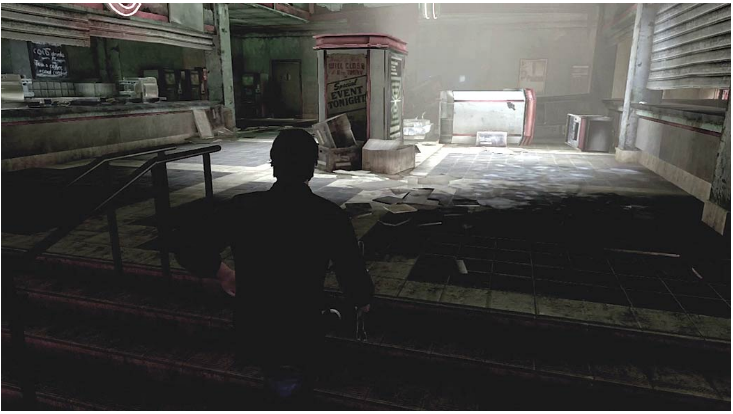
NOTE

The locked apartment north of the movie theater is involved in the "Ribbons" side quest.

Although you can't access the apartment until you've progressed through the quest, the building's entrance is unlocked.



When you’re ready to head into the movie theater, enter through the doors north of the ticket booth.


Special
EVENT
TONIGHT

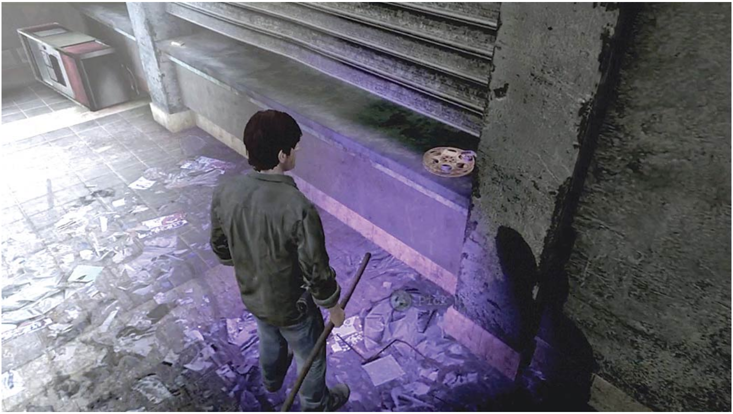
The building’s lobby contains a concession counter, a coat check, and two restrooms. Some vending machines are blocking the theater doors.

Search the lobby for important items, then look for a path around the barricade.

NOTE

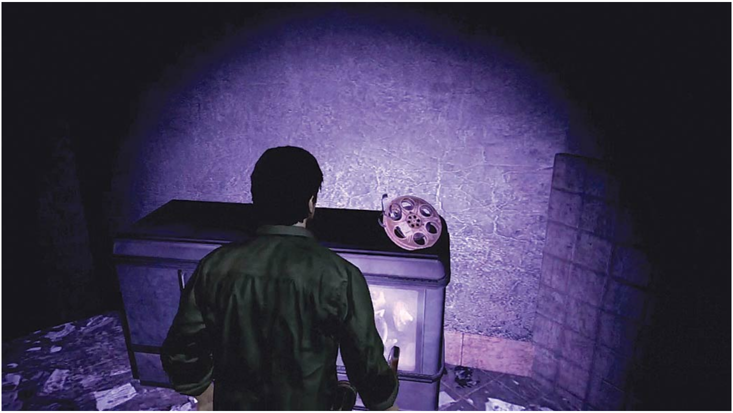
To progress through the “Cinema Verite” side quest, you must collect several items.

Most of these items are located in the theater, but your chosen puzzle difficulty determines each one’s specific location.



In the Easy and Normal puzzle difficulties, there's a quest item on one of the coat check counters.

Collect the Film Reel to add "The House on the Lake" to your Inventory. This is the first of three Film Reels located in the building.

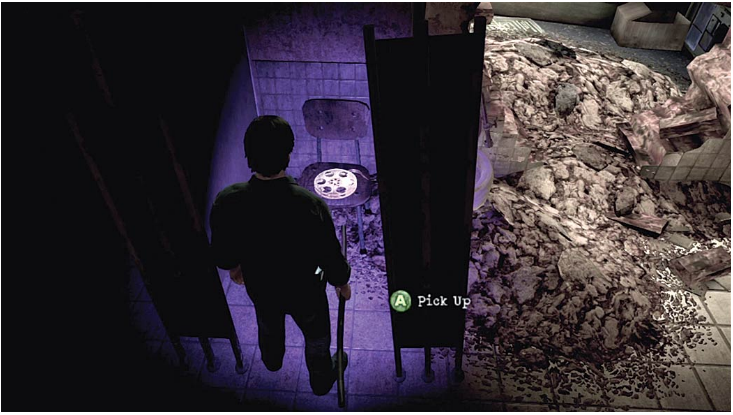


In the Hard puzzle difficulty, "The House on the Lake" is located behind the concession counter.

Step behind the counter and follow it to a small, dark room, then grab the Film Reel on the vending machine.

TIP

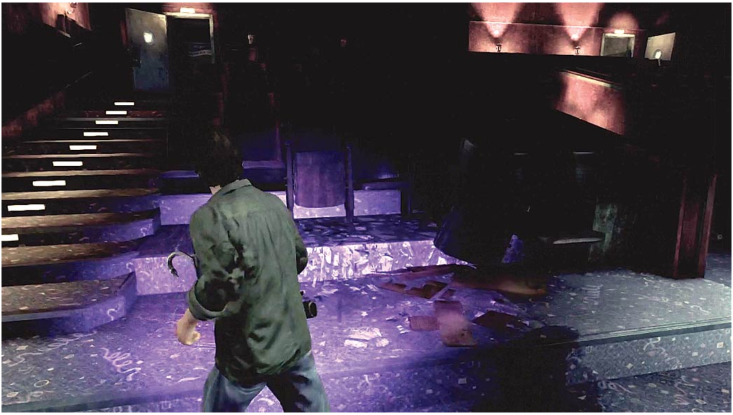
There's a pile of Money on the concession counter, near one of the registers. If you neglected to collect the Money from Devil's Pitstop, grab this item for use in the "Homeless" side quest.



When you're finished exploring the lobby, move your search into the restrooms.

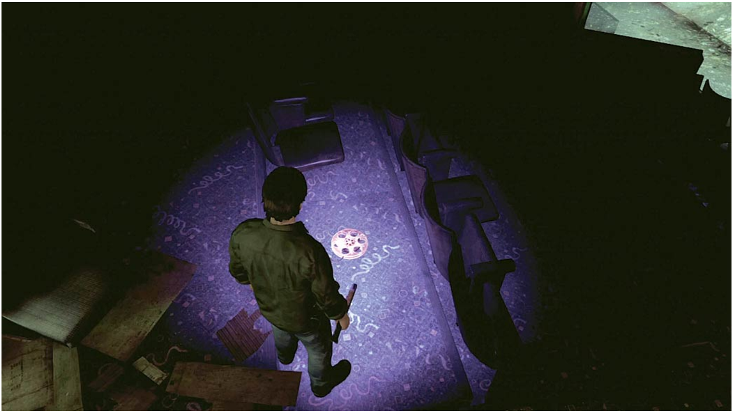
In the Easy and Normal puzzle difficulties, the restroom near the concession counter contains the second Film Reel.

Collect "The Silent Children" from one of the stalls, then pass through the hole in the wall to enter the theater.



Follow the aisle to the front of the theater, then turn around to face the back wall. The steps on your left lead to a small, dimly lit room used for poster storage.

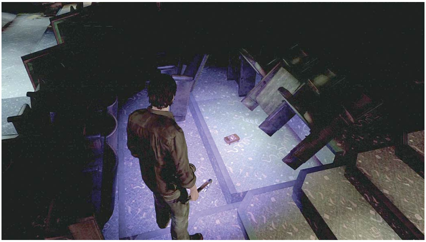
The steps on your right lead to the projector room.



On the Hard puzzle difficulty, the second Film Reel is hidden behind some of the theater's seats.

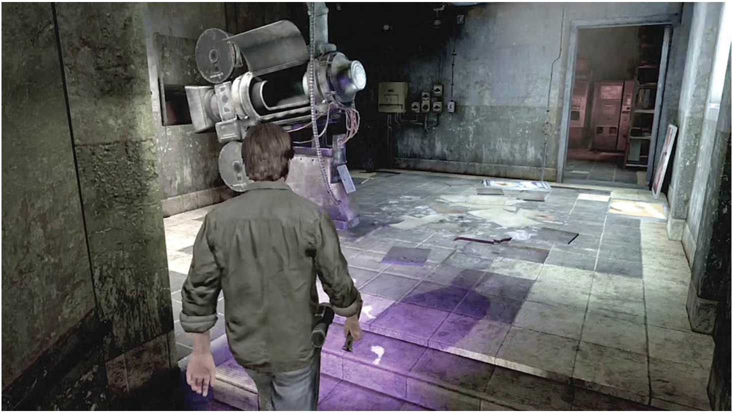
Climb the steps leading to the poster storage room and search the floor near the back row to find "The Silent Children."

TIP

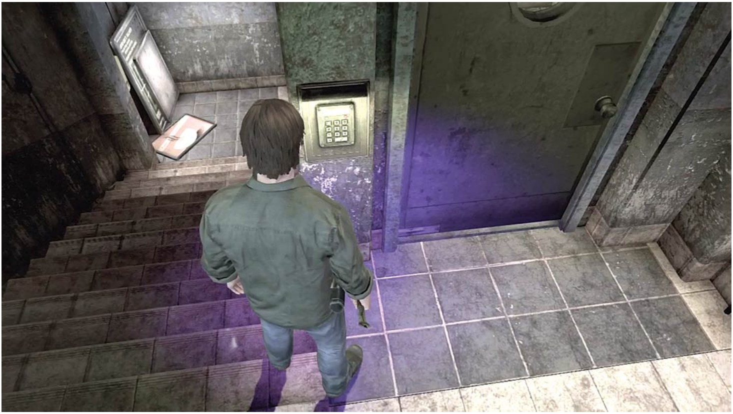


As you search the steps leading to the projector room, look for a First Aid Kit located behind the second-row seats.

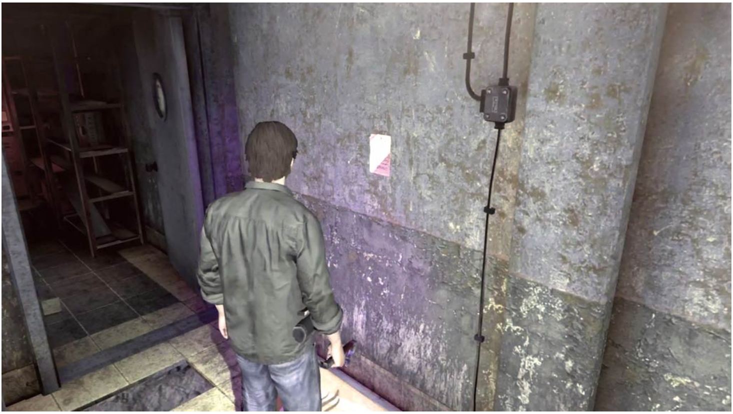
Repair the Projector



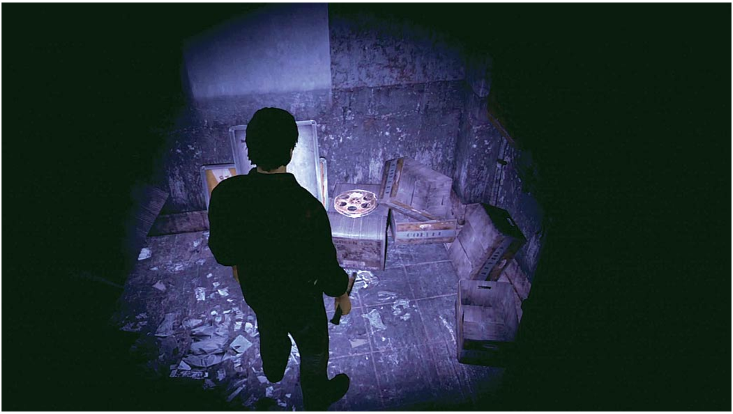
Enter the projector room to receive the side quest's first objective, then search the area for clues and items.



The room to left of the projector is locked. To open it, you'll need to obtain the code for the nearby keypad. The room to the right of the projector is used for film storage.



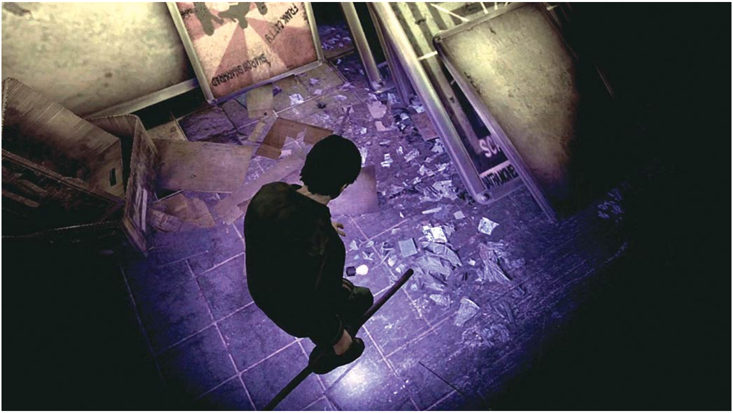
There's a Mystery item posted on the wall outside of the film storage room. Collect it to add the Film Splicing Guidelines to Murphy's Journal.



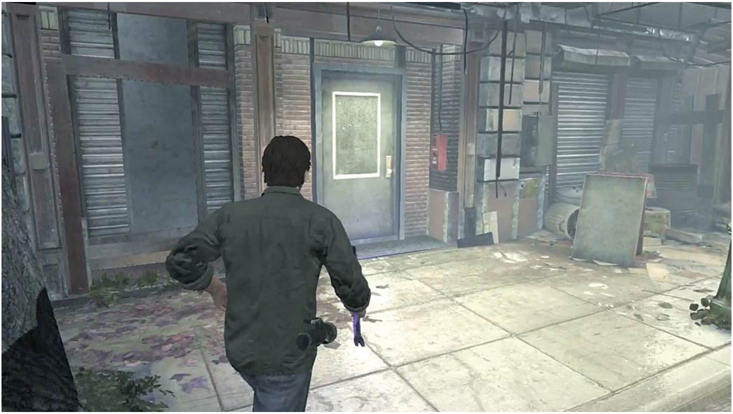
The last Film Reel, "The Secret of the Attic," is on a small box in the film storage room. Before you can play any of the films, you must find a Replacement Bulb for the projector.

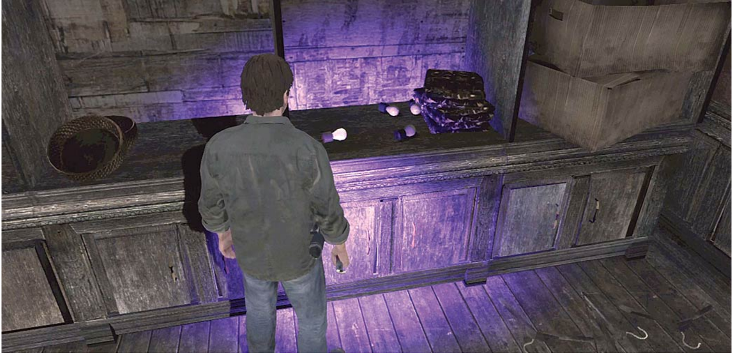
NOTE

Your chosen puzzle difficulty does not affect the location of the third Film Reel.



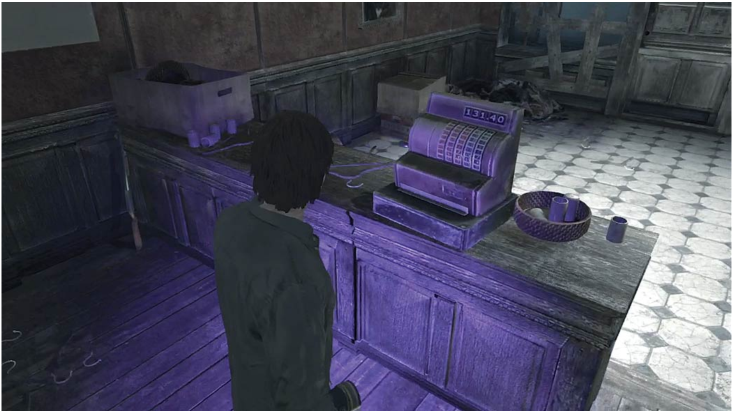
In the Easy puzzle difficulty, the bulb is located in the building. Enter the poster storage room at the back of the theater and collect the Replacement Bulb on the ground.





In the Normal and Hard puzzle difficulties, the bulb is located in the hardware store east of St. Maria's Monastery.

Enter the store and collect the Replacement Bulb from the shelves behind the register.



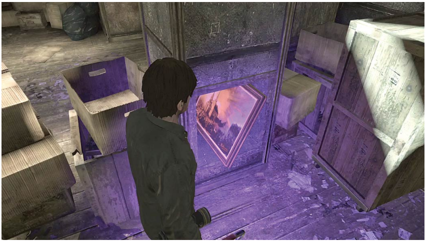
Before you return to the projector, search the hardware store for useful items.

There's a Shotgun located behind the counter, and the Storage Room Key is inside of the cash register.

Toward the end of the "Cinema Verite" side quest, you'll have the chance to collect the Golden Gun.

You can only carry two firearms at a time—because you should already have a Colt in your inventory, consider leaving the Shotgun in the hardware store for now.

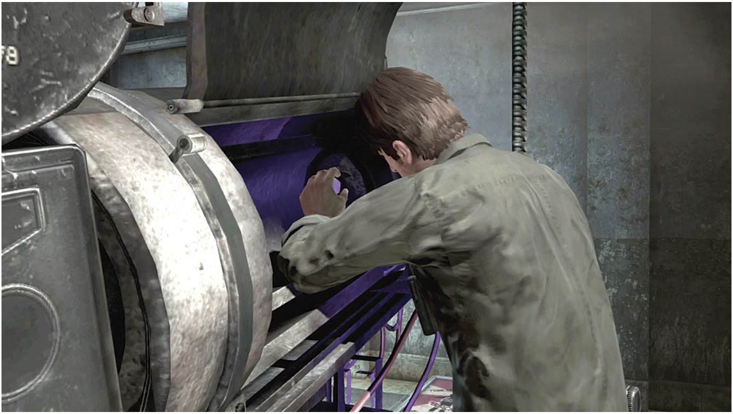
Painting: "Hope"



One of the Paintings needed for "The Art Collector" side quest is located in the hardware store. Collect the Storage Room Key from the cash register, then use it to unlock the nearby door.

Find the crate in the storage room and move it to reveal the Painting stashed inside of the pillar.

Play the Film Reels

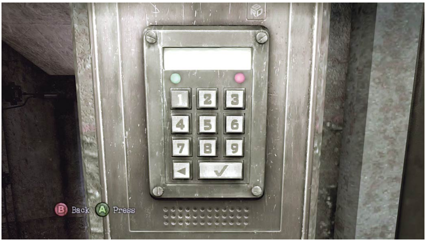


After you collect the Replacement Bulb, use it to repair the projector. Play one of the Film Reels you've collected and examine the screen.

Use the clues from each Film Reel to determine the code for the projector room's keypad.

Approach the screen while a film is playing to step into the projected image. Each film only plays for a short time. You must run from the projection room to the screen before the image vanishes.

Puzzle Solution: Projection Room Keypad


B Back
A Press

Each film contains part of the keypad's combination. The notes attached to the Film Reels (viewable from your Inventory) indicate the order in which the films should be played:

- (1/3) "The House on the Lake"
- (2/3) "The Silent Children"
- (3/3) "The Secret of the Attic"

Each time you play a film, you must run to the screen and explore the projected image. After you find a code fragment, move to the film's starting point to return to the theater.

Type the code fragment into the keypad, place the next film into the projector, and repeat the process.

"The House on the Lake" contains a small outdoor area and the ground floor of a house. Enter the house, move past the stairs, and continue through the door at the end of the hallway.

The combination's first digit is written on the wall to your right.

"The Silent Children" takes place in a single large room. The next two digits are written on the wall, near a ladder in the corner of the room.

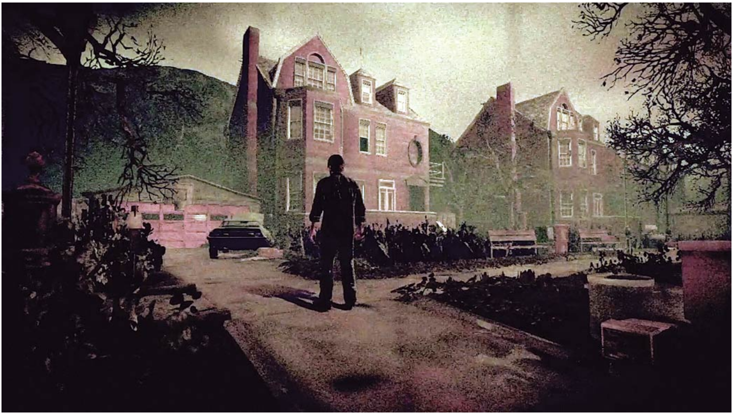
"The Secret of the Attic" is set in a large attic. The combination's last digit is written on the room's only window.

Once you've entered the digits from all three films into the keypad, confirm the code (9241) to unlock the door.

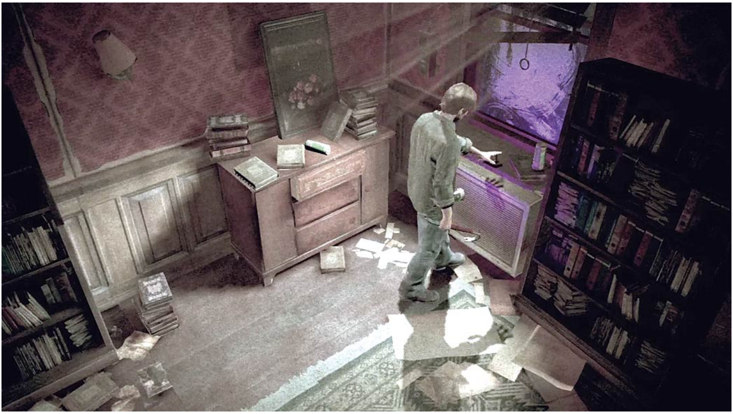
The Final Cut

After you enter the code into the keypad, retrieve the last Film Reel from the projector. Open the newly unlocked door and use the film splicer to combine the three films onto a single reel.

Place the Spliced Reel into the projector, then run down to the screen and enter the projected image.

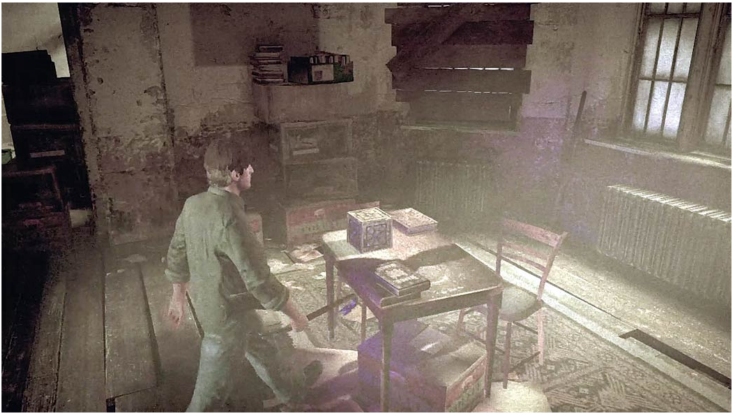


The final film contains all of the environments you've already visited. Follow the sidewalk to the right and enter the house.



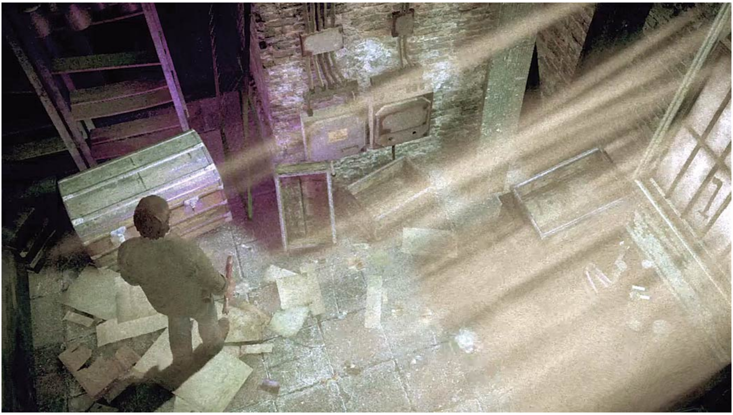
Move past the staircase and open the door on your left. Cross the room and collect the Wooden Crank from the windowsill.

When you're ready, leave the room and head through the door at the end of the hall. Continue through the next door to enter the large room from the second film.



Locate the table across the room from the entrance. Insert the Wooden Crank into the jack-in-the-box, then turn the crank until the box springs open.

After the Key is added to your Inventory, climb the ladder in the corner of the room.



The ladder leads to the attic from the third film. Use the Key to unlock the trunk near the window. The trunk contains a Golden Gun and two boxes of Pistol Bullets.

Collect your reward and move back through each area to return to the theater the complete the "Cinema Verite" side quest.

After you open the trunk, a Screamer appears in the attic. Consider dealing with the creature before you collect your rewards. You'll find more enemies on your way back to the theater.

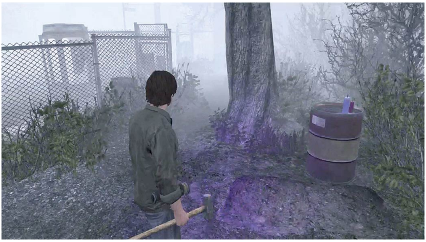
There's a Weeping Bat in the room below the attic, and outside there's a Brawler waiting for you on the sidewalk.

TIP

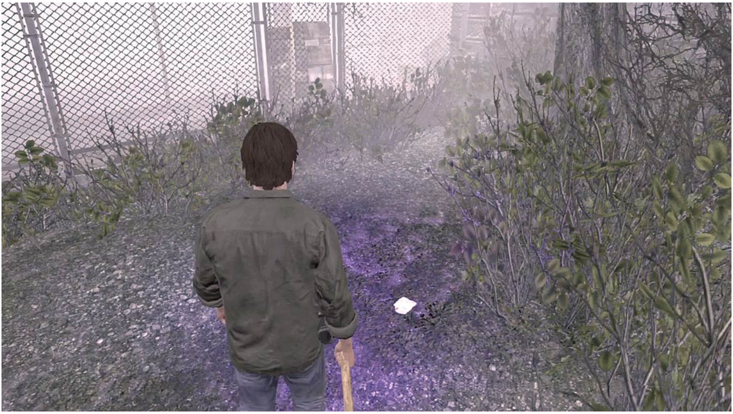
Although the Easy puzzle difficulty allows you to complete this side quest without leaving the movie theater, the hardware store still contains important items.

Don't forget to visit this location after you complete "Cinema Verite."

Dig Site 5

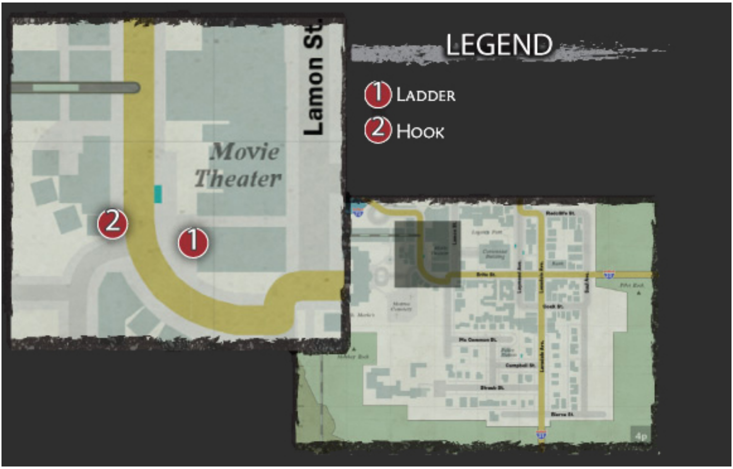


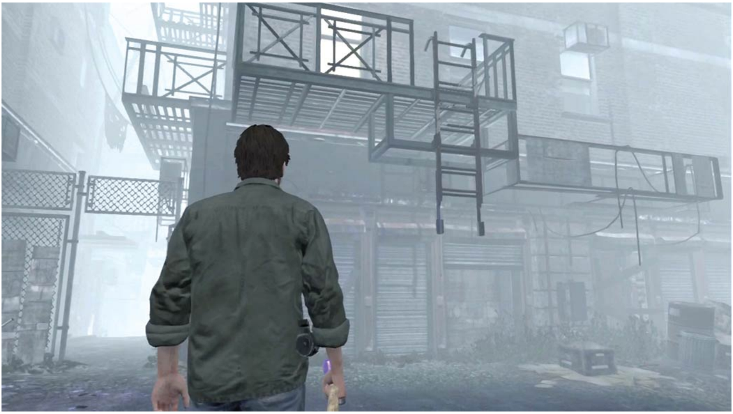
There's a dig site in a small park along the movie theater's west wall. Once you've completed the game, return to this spot and use a Shovel to recover a buried Silent Hill Artifact.



As you explore the small park along the movie theater's west wall,
collect the Mystery item to add the Newspaper Article (Abduction) to Murphy's Journal.

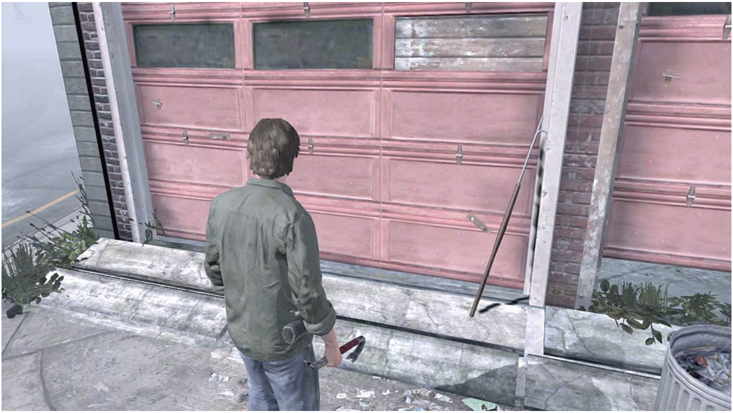
Side Quest: The Gramophone


Lamon St.
Movie Theater
2
1
LEGEND
① Ladder
② Hook



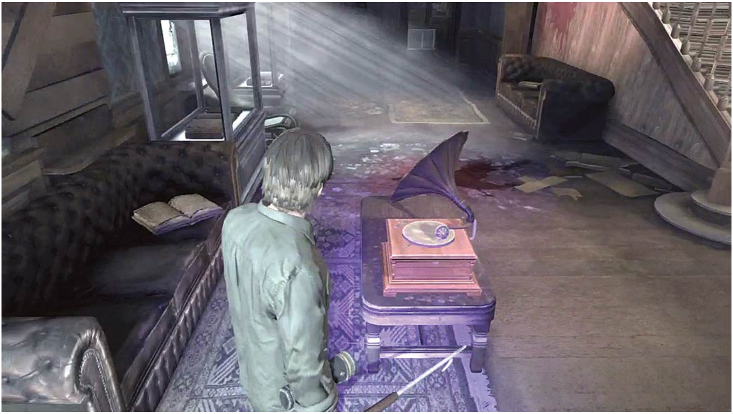
"The Gramophone" side quest is located in a Chastain Heights apartment building, just south of the movie theater.

Before you can access the apartment, however, you'll need to pull the retractable ladder down from the fire escape.

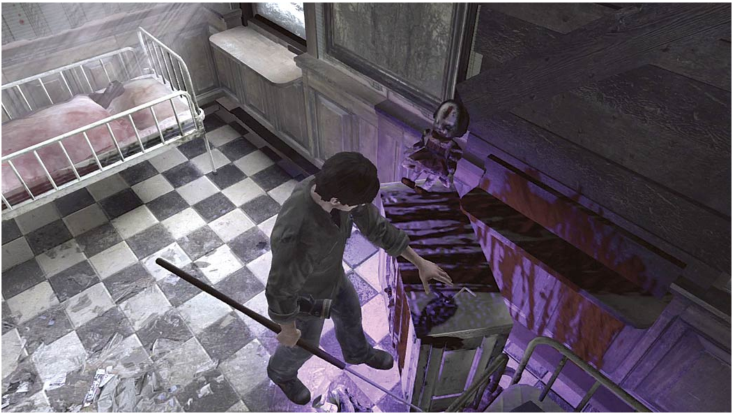


There is a Hook just across the street. Find the red shutter doors west of the apartment and grab the Hook leaning against the building.

Return to the ladder and pull it down from the fire escape, then climb up to the window and enter the building.



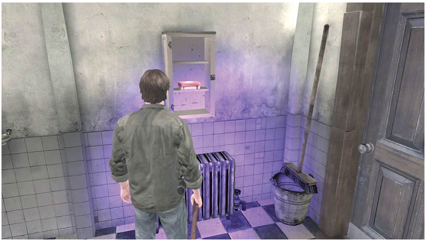
When you arrive in the living room, the gramophone near the window isn't working. Search the apartment for items that might help get the gramophone up and running.



The first item is located in the children's room on the second floor. Climb to the top of the stairs and enter the room to your left.

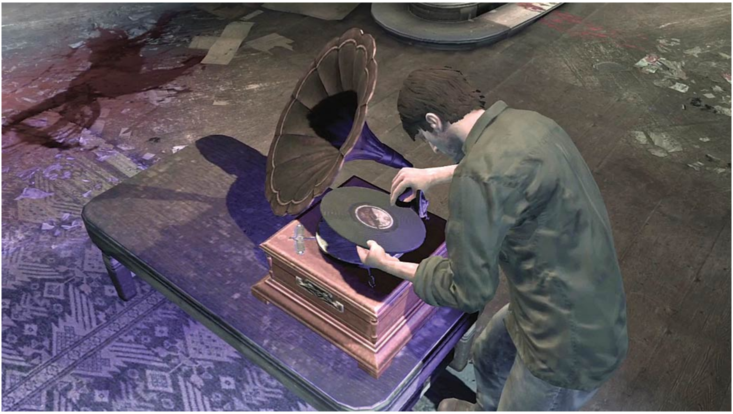
Collect the Crank from the cabinet in the corner, then search the adjoining bathroom on your way back to the hall.

TIP



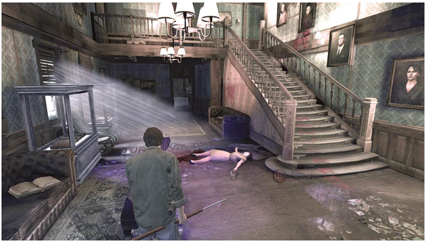
Check the shelves in the bathroom for a First Aid Kit.

Search the bedroom across the hall from the bathroom. Collect the Vinyl Record from the dresser and return to the gramophone on the apartment's first floor.



Insert the Crank into the gramophone and place the Vinyl Record on the gramophone's turntable. Turn the crank to play the record, then search the room for new clues.

Puzzle Solution: The Gramophone


TUR ACK TIME
Rotate
Cancel

After you play the record, you must turn the gramophone's crank in the opposite direction. As you do so, a gruesome crime is reenacted in reverse.

Keep turning the crank until the perpetrator's spirit emerges from a portrait above the stairs.

The spirit fades in and out of sight, attacking you each time it appears. Defeating the spirit simply causes it to reemerge from the portrait.

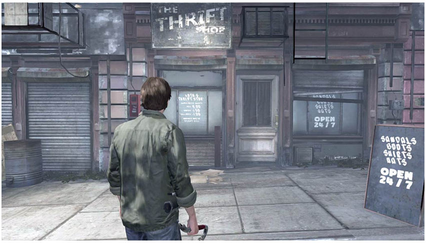
To stop the spirit and complete "The Gramophone" side quest, use your Lighter your to destroy the portrait.

NOTE

Although the "The Gramophone" side quest is fairly close to St. Maria's Monastery, there's a lot left to do in Chastain Heights.

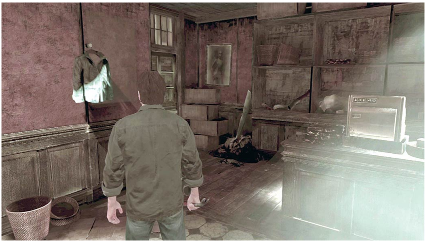
Consider exploring the neighborhood's north side before you venture into the monastery's yard.

Homer Request: Old Coat


THE THRIFT SHOP
SANDALS
BOOTS
SHIRTS
HATS
OPEN 24/7

One of the items Homer requests during the "Homeless" side quest is located north of "The Gramophone" side quest location.

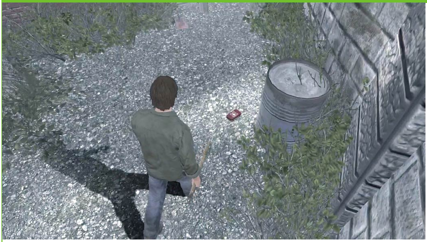
Search the sidewalk west of the Chastain Heights underground entrance to find a thrift store.



Enter the store and collect the Old Coat; depending on your chosen puzzle difficulty, it may be hanging near the cash register or in the storage room.

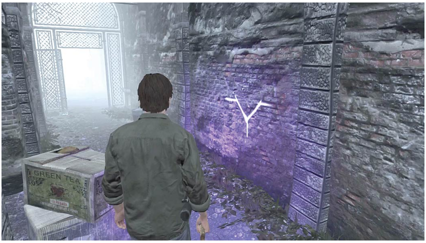
Return to Homer and exchange the Old Coat for access to the Chastain Heights underground tunnel.

TIP

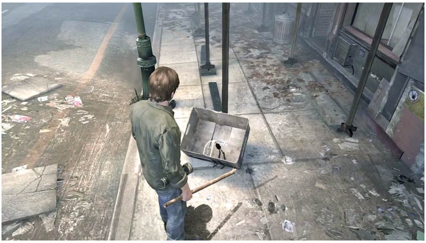


As you explore the alleys north of the thrift store, look for the First Aid Kit located in the small yard behind the chain link fence.

Shadow Symbol: Four



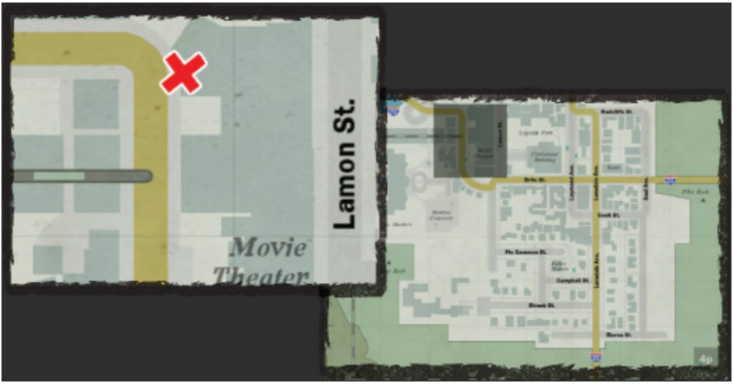
Search the alleys north of the thrift store to find another small brass base. Now that you have a Forensic Flashlight, use the UV beam to reveal an image on the nearby wall.

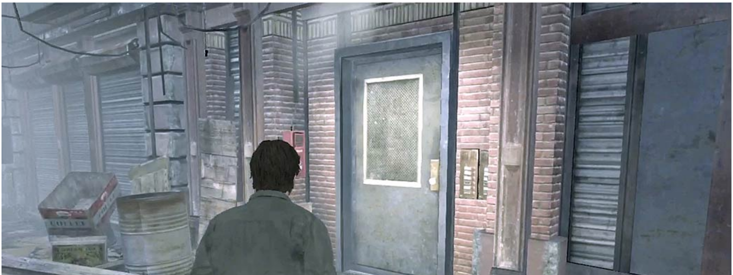


The Four fragment is located in a cardboard box across the street from the alley's north end. The "Shadow Play" side quest is located in the nearby loft.

Retrieve the fragment and place it on the brass base, or simply wait until after you've begun the quest.

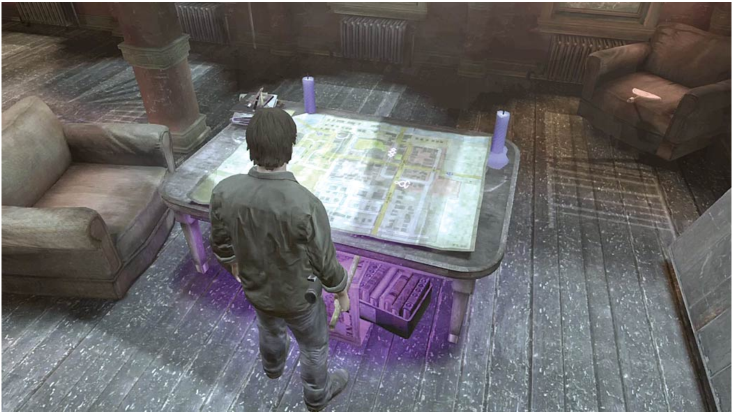
Side Quest: Shadow Play


Lamon St.
Movie Theater



The “Shadow Play” side quest is located in the loft at the northeast corner of Chastain Heights.

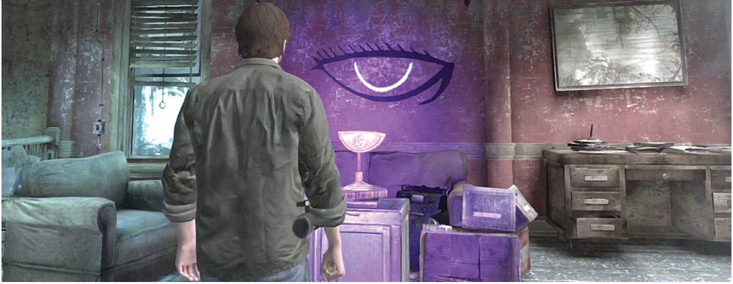
To begin the quest, enter the building and climb the stairs up to the loft.



Approach table in the corner of the room and use your Lighter to light the candles near the top of the map.

The UV light from the candles reveals the locations of five symbols spread throughout the town.

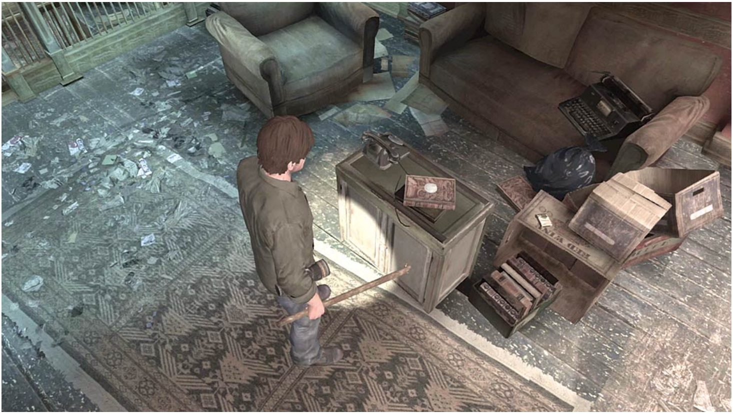
Collect the Soul-Eye fragment from the nearby chair, and cross the room to find the symbol on the loft wall.



Place the Soul-Eye fragment into the base near the symbol, then aim your UV beam at the wall.

Rotate the fragment to match the revealed shape, then activate your Forensic Flashlight's standard beam.

Adjust your position until the fragment's shadow fills the space indicated by the hidden shape.



When the Soul-Eye shadow symbol is complete, the fragment transforms into the Soul-Eye Token.

Grab the token and place it on the map across the room.

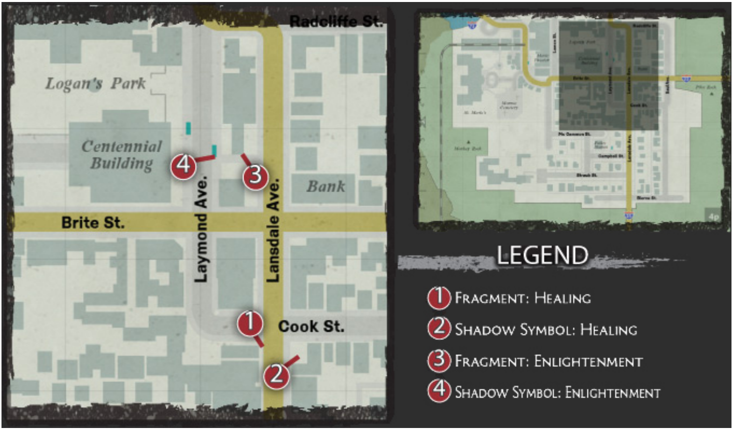
Find the four remaining shadow symbols and repeat the process to collect all of the tokens.

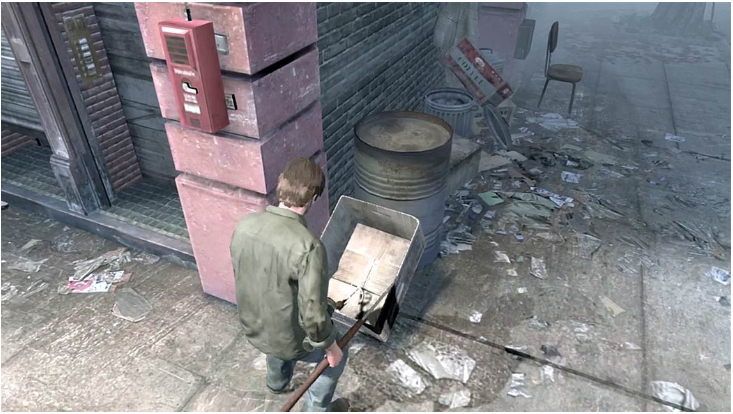
Shadow Symbol Locations

NOTE

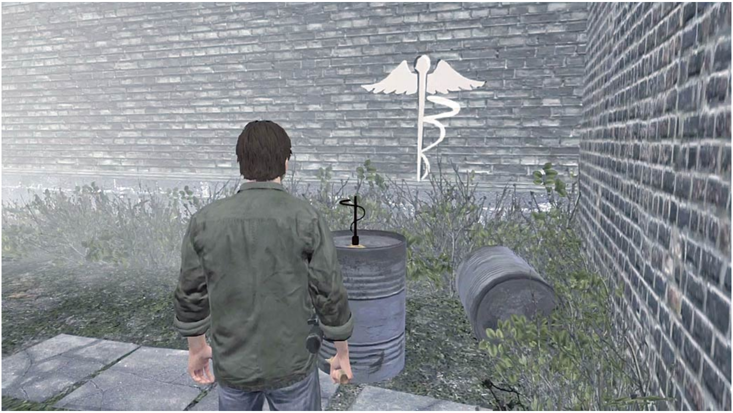
As you explored the city, may have found and placed many of the fragments in the bases nearby bases; to complete these shadow symbols, you must revisit their locations after you begin the “Shadow Play” side quest.

Pearl Creek


Radcliffe St.
Logan's Park
Centennial Building
Bank
Brite St.
Laymond Ave.
Lansdale Ave.
Cook St.
1
2
3
4
LEGEND
① Fragment: Healing
② Shadow Symbol: Healing
③ Fragment: Enlightenment
④ Shadow Symbol: Enlightenment

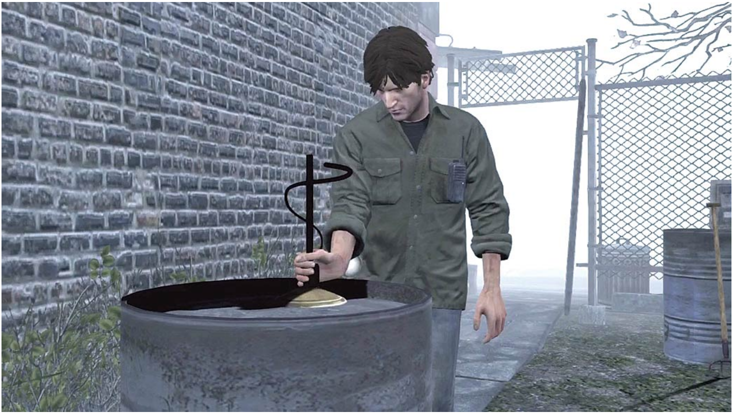


The Healing fragment is in Pearl Creek, at the southwest corner of Cook Street and Lansdale Avenue.

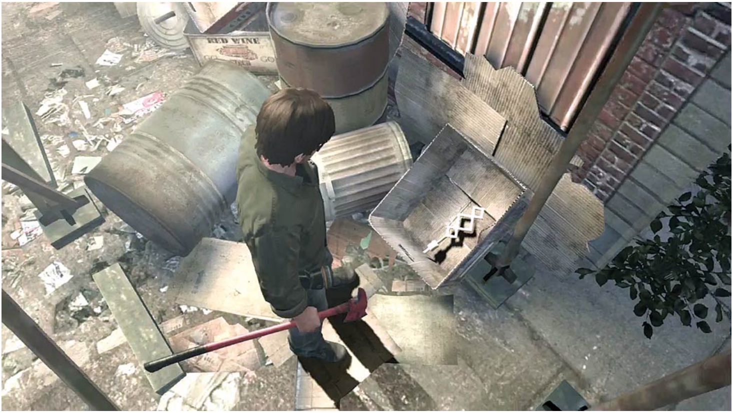


Take the fragment to the Healing shadow symbol in the park at the southeast corner of the same intersection. The Healing shadow symbol is flanked by two hidden shapes.

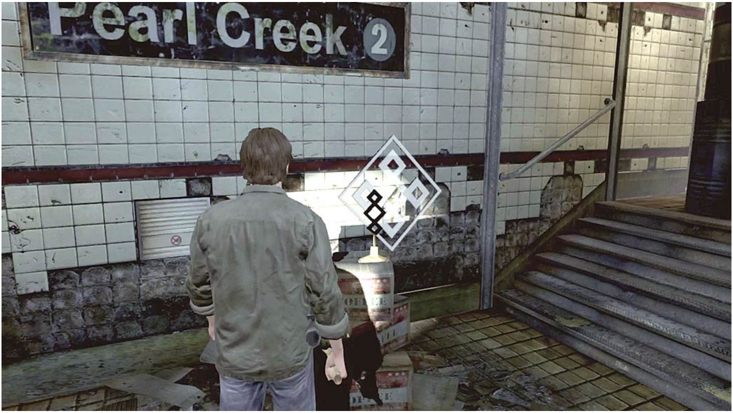
To complete the symbol, you must recreate both of them. Rotate the fragment to match one of the missing shapes, then use the flashlight beam to move the fragment's shadow into place.



Once the first shape appears on the symbol, rotate the fragment to create the mirror image. Move the shadow into place to complete the symbol, then collect the Healing Token from the barrel.



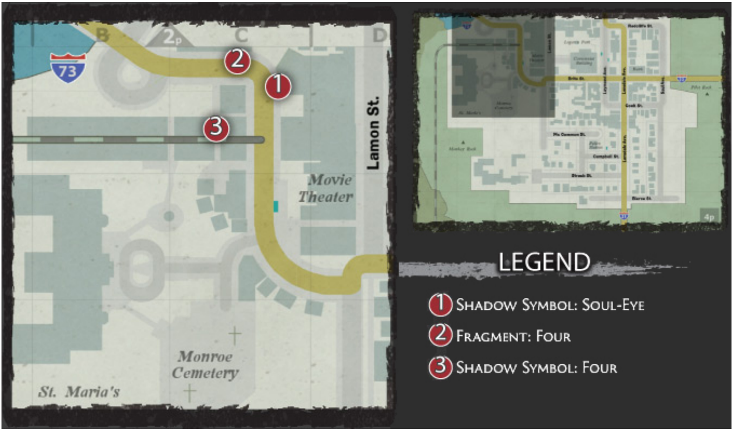
The Enlightenment fragment is in Pearl Creek, in the construction site between Lansdale Avenue and Laymond Avenue.

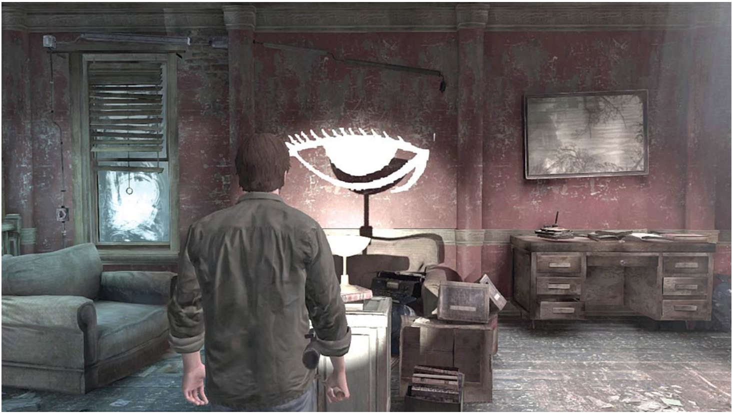

Pearl Creek 2

Take the fragment to the base inside the Pearl Creek underground entrance. Rotate the fragment to match the hidden shape, then use the flashlight beam to cast the shadow on the wall.

Move the your flashlight until the shadow is in place and collect the Enlightenment Token.

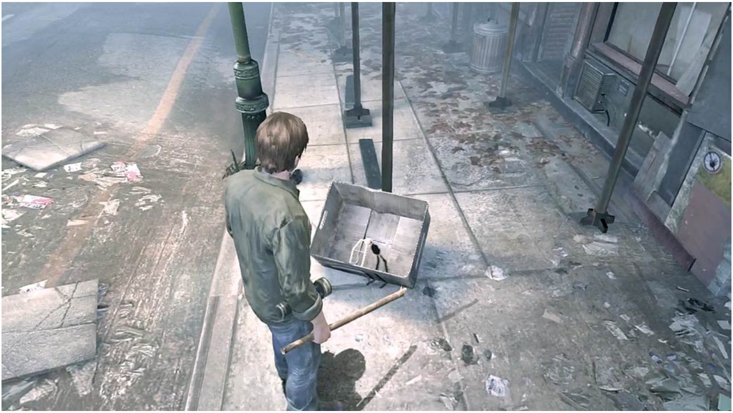
Chastain Heights


B
2p
C
D
73
Lamon St.
Movie Theater
Monroe Cemetery
St. Maria's
4p
LEGEND
① Shadow Symbol: Soul-Eye
② Fragment: Four
③ Shadow Symbol: Four

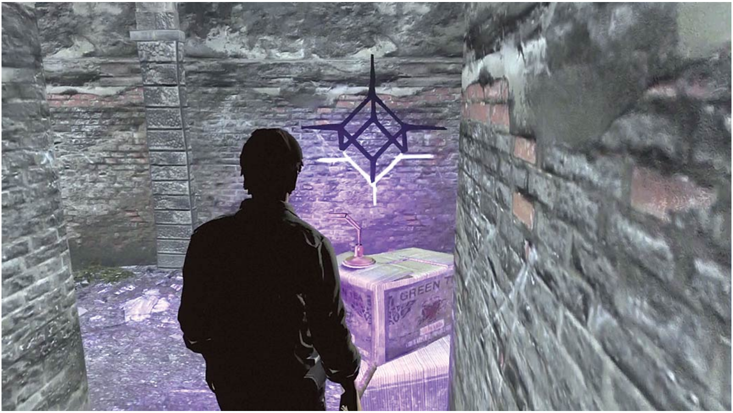


The Soul-Eye fragment and shadow symbol are both in the loft where you received the “Shadow Play” side quest.

If you haven’t already completed it, you must do so to obtain the Soul-Eye Token.



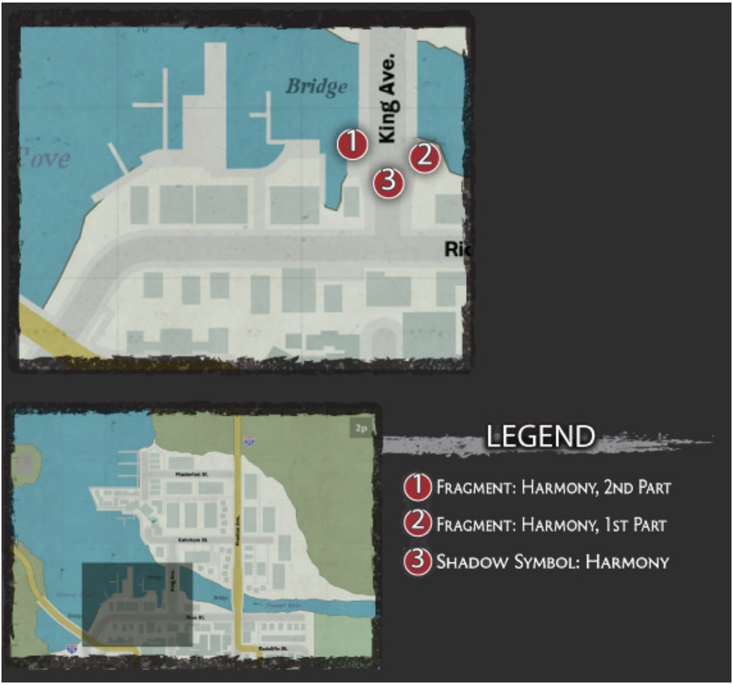
The Four fragment is located on the north edge of Chastain Heights, near the side quest's starting location.

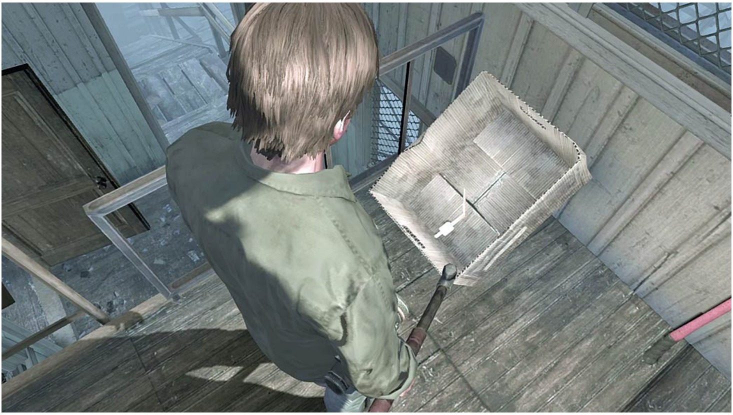


Take the fragment to the Four shadow symbol in the alley to the south. Like the Healing shadow symbol, the Four shadow symbol is flanked by two hidden shapes.

Use the fragment's shadow to replace one of the missing shapes, then rotate the fragment to create the mirror image. After you complete the shadow symbol, collect the Four Token from the cardboard box.

Pleasant River

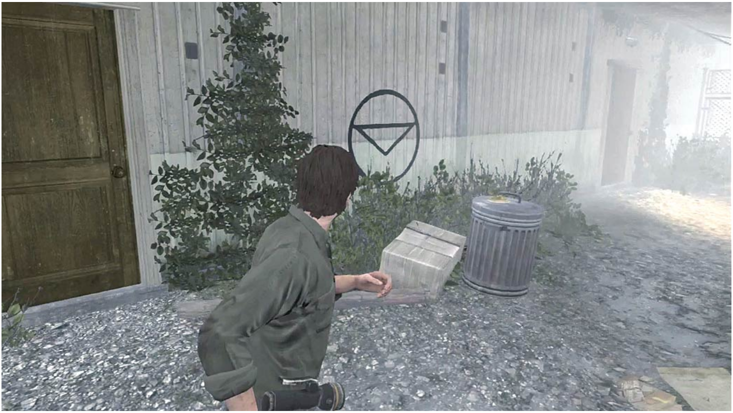

Bridge
King Ave.
Cove
Ri
2p
LEGEND
1 Fragment: Harmony, 2nd Part
2 Fragment: Harmony, 1st Part
3 Shadow Symbol: Harmony



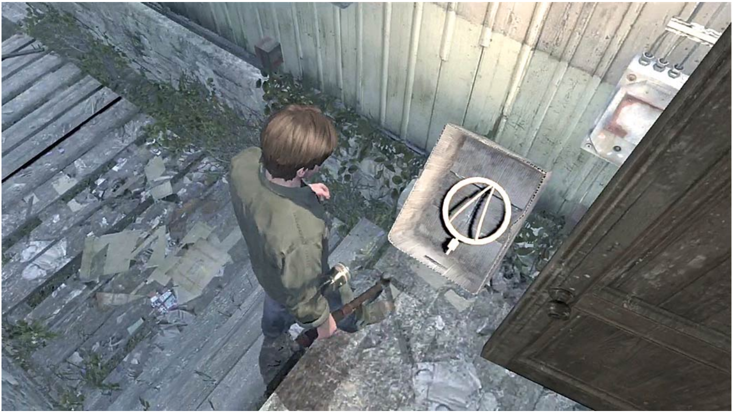
Two separate fragments are needed to complete the Harmony shadow symbol. When you reach Pleasant River, enter the control tower near the King Avenue drawbridge.

Climb the ladder just inside the door to find the "Harmony, Part 2" fragment near the drawbridge lever.

After you collect the fragment, climb down the ladder and follow the path down to the base of the tower.

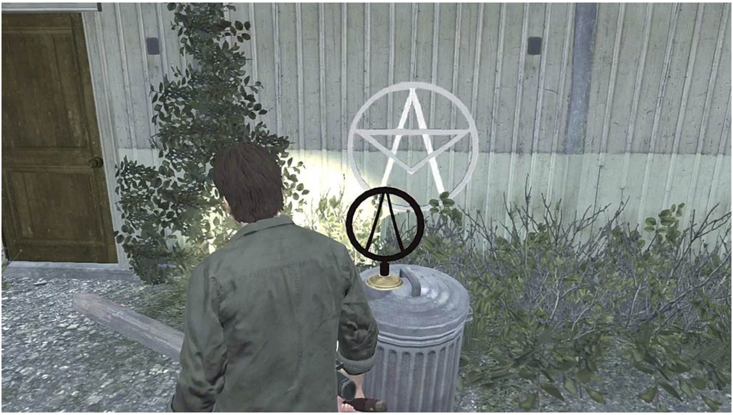


Continue under the drawbridge and enter the door past the Harmony shadow symbol.



Cut through the base of the control tower to find the "Harmony, Part 1" fragment as you exit the building.

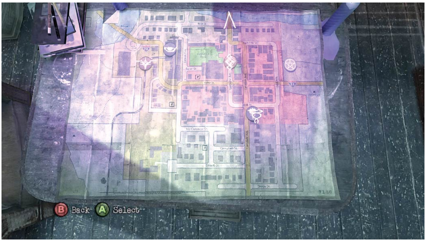
Grab the fragment from the cardboard box, then head back to the shadow symbol under the drawbridge.



Place the “Harmony, Part 1” fragment on the brass base, and use the fragment’s shadow to first replace two of the missing lines. After the lines appear on the shadow symbol, place the “Harmony, Part 2” fragment on the base.

Use the fragment’s shadow to replace one of the remaining lines, then rotate it to create the mirror image. After you collect the Harmony Token, return to the loft in Chastain Heights.

Puzzle Solution: Loft Map


B Back
A Select

After you collect all five tokens, you must arrange them on the map in the Chastain Heights loft. After you light the nearby candles, the locations of all five shadow symbols are displayed on the map.

As you move each token from your inventory to the map, simply place it at the corresponding shadow symbol’s location.

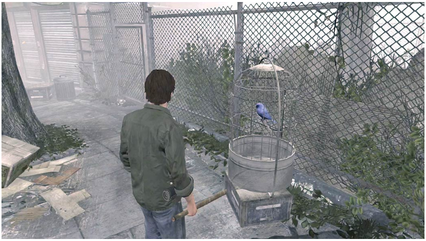
Depending on your chosen puzzle difficulty, some tokens may appear in the correct locations when you place them on the map.

Ensure that all five tokens are in the proper locations to complete the “Shadow Play” side quest. Once you’ve done so, a Demon Statue appears on the table.

TIP

The Demon Statue is an excellent one-handed weapon. Players that rely on speedy strikes during melee combat would do well to take advantage of this quest reward.

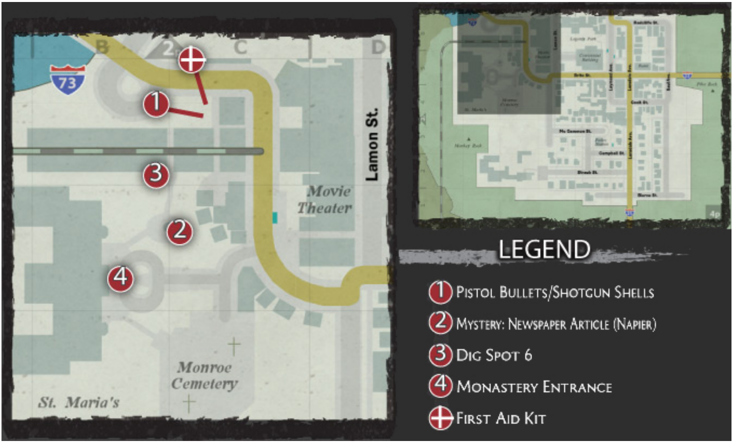
Bird Cage: Chastain Heights



The Chastain Heights Bird Cage is located along the north edge of the neighborhood, just west of the “Shadow Play” loft.

Open the cage to fulfil a requirement of the “Bird Cage” side quest.

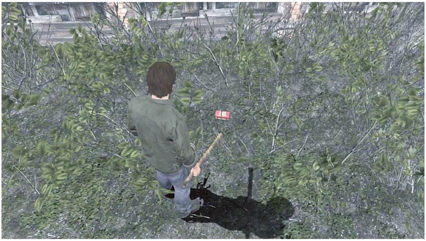
To the Monastery


B
2
C
D
73
Lamon St.
Movie Theater
Monroe Cemetery
St. Maria's
4p
LEGEND
① Pistol Bullets/Shotgun Shells
② Mystery: Newspaper Article (Napier)
③ Dig Spot 6
④ Monastery Entrance
First Aid Kit

Whether or not you've opted to progress through any of the Chastain Heights side quests, it's worth exploring the north edge of the neighborhood before you head into St. Maria's Monastery.

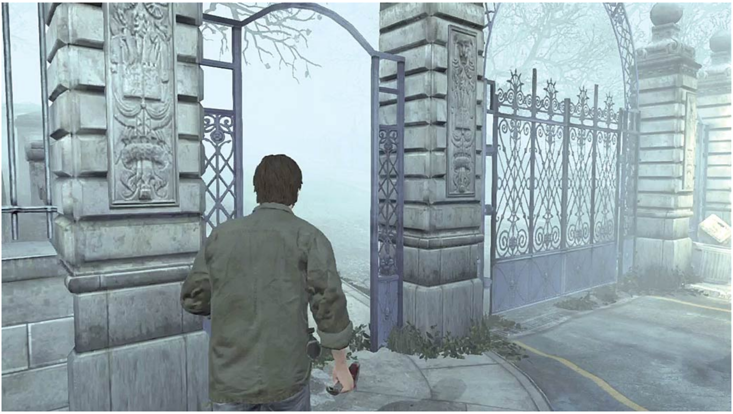
The park just south of Brite Street contains a few items that could prove quite useful when facing the upcoming challenges.

TIP



Move to park's the northeast section and look for a First Aid Kit hidden within the weeds. Search the around the base of the nearby tree to find some Pistol Bullets and Shotgun Shells on the ground.

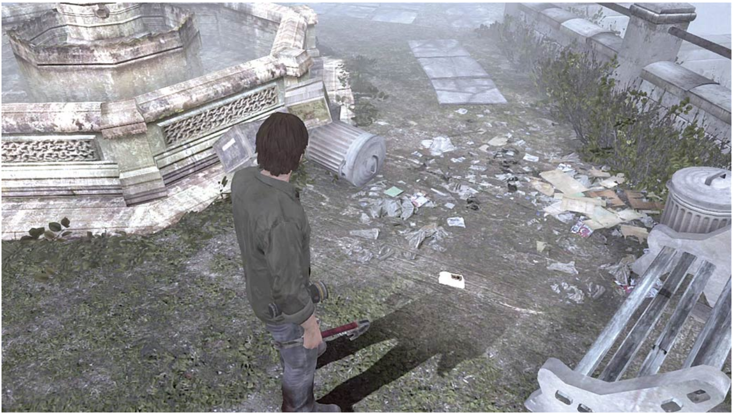
Your time in St. Maria's Monastery ends with what can be a very difficult encounter. If your ammunition supply is dwindling, try to avoid using firearms until you truly need to.



When you're finished exploring Chastain Heights, enter the monastery's yard through the gate west of the hardware store.

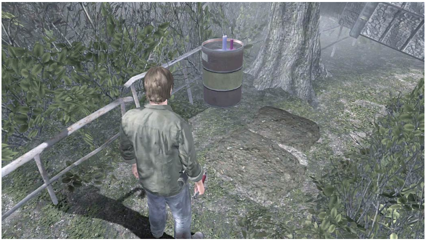
Caution

Until you're prepared to play through the monastery, keep your distance from its entrance—approaching the front door will cause you to enter the building.



There's a Mystery item in the monastery's yard. Search the ground near the fountain to add the Newspaper Article (Napier) to Murphy's Journal.

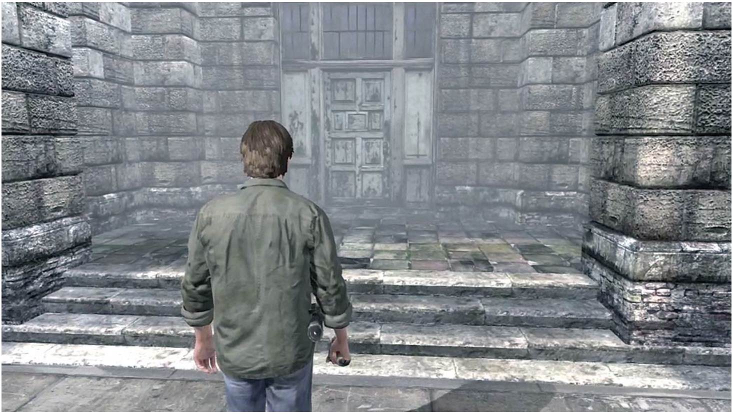
Dig Site 6



There's another dig site along the north edge of the monastery's yard. Once you've completed the game, return to this spot and use a Shovel to recover a buried Silent Hill Artifact.

NOTE

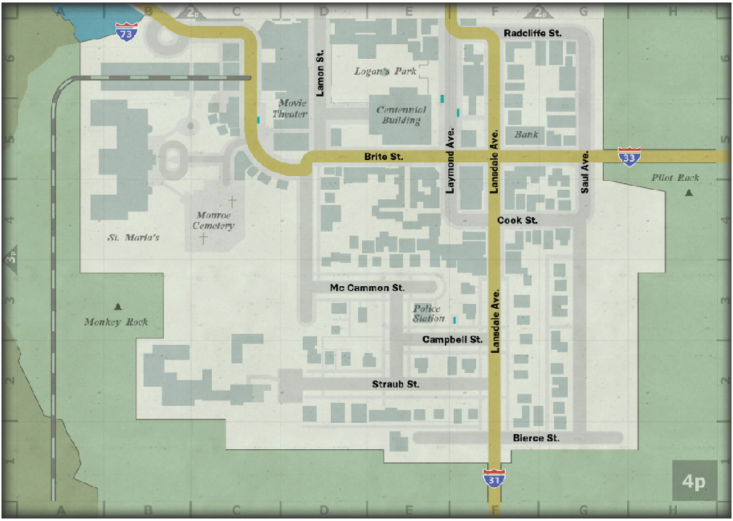
Monroe Cemetery is on the south edge of the monastery's yard. This area contains a location related to "The Art Collector" side quest.

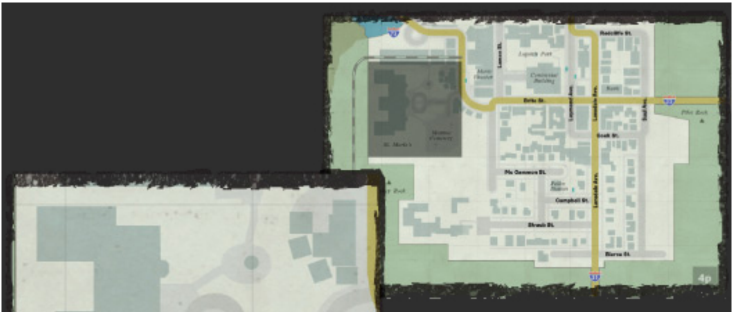


When you're ready to enter St. Maria's Monastery, approach the building's entrance to trigger a cutscene.

Campaign

St. Maria's Monastery



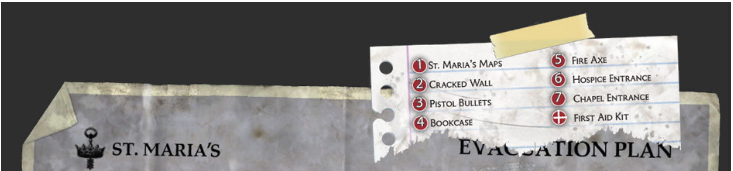


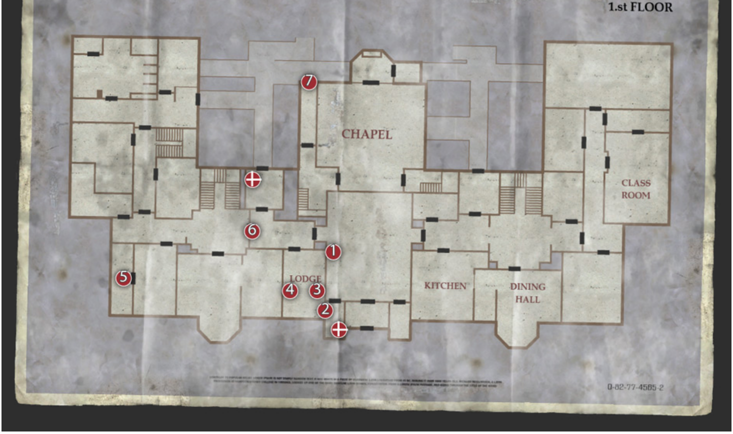
Monroe Cemetery
St. Maria's

St. Maria's Monastery is located on the west edge of Chastain Heights. Approach the building's main entrance to trigger a cutscene.

Once the cutscene begins, you must complete a series of objectives before you're able to resume your exploration of the town.

Main Hall





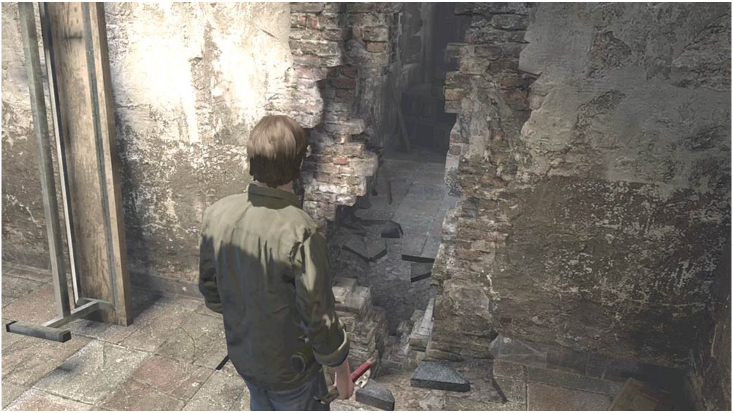
When the cutscene ends, leave the vestibule and enter the main hall at the center of the monastery.

Move to the wall on your left and collect the St. Maria's maps. The door leading to the building's west wing has been boarded up.

TIP

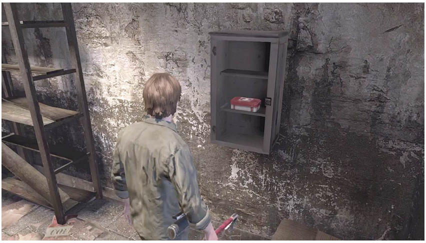
If you entered the monastery with a suitable weapon equipped, you can destroy the boards right away.

The nearby rooms contain some useful items, however. Consider exploring the area before you leave.

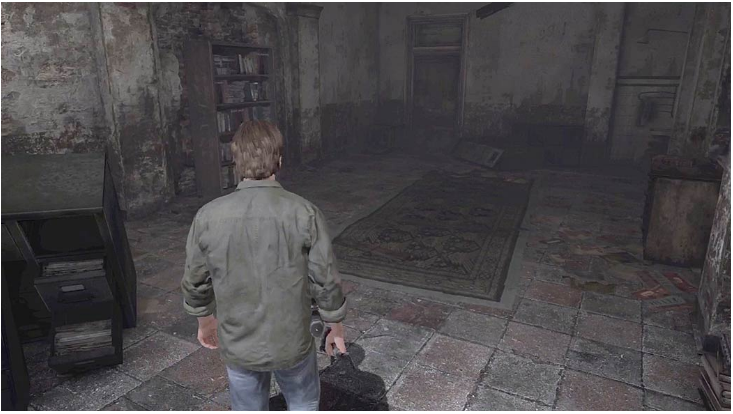


Enter the small room south of the main hall to find a large crack in the wall to your right. Search the room for useful objects, then squeeze through the crack to enter the monastery's lodge.

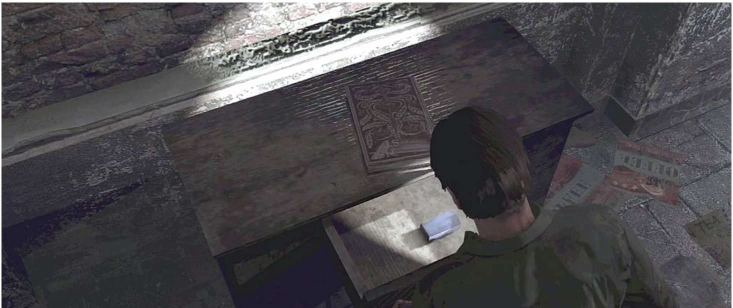
TIP



Before you squeeze through the crack, check the nearby shelves for a First Aid Kit.

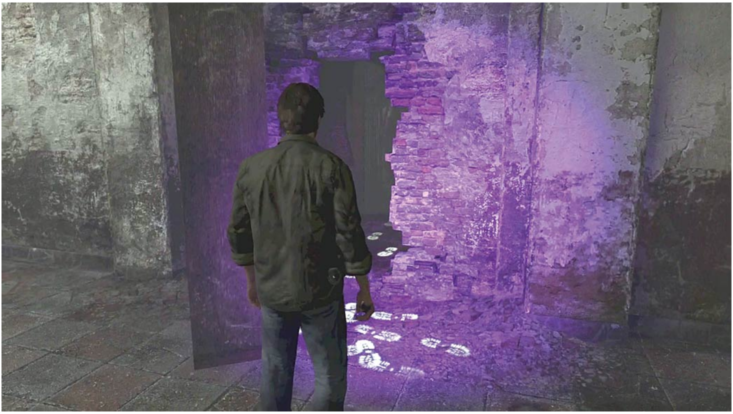


After you pass through the cracked wall, use your UV beam to search the lodge for clues.



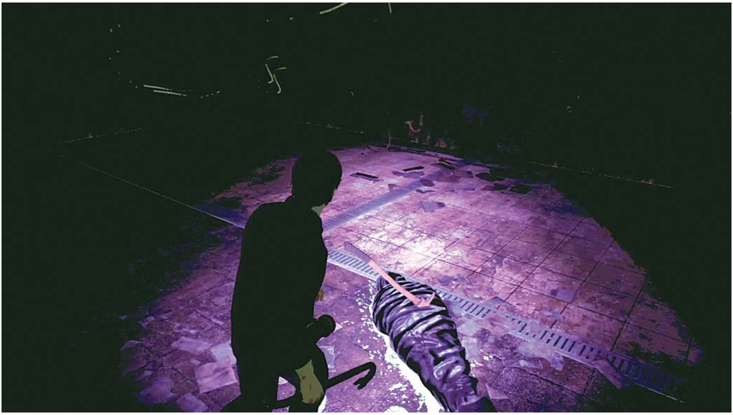
Search the dresser in the lodge to find a box of Pistol Bullets.

Before you leave the monastery, you'll have to overcome a particularly powerful foe. To help ensure your success, it's best to build up a supply of ammunition.



Move toward the cluster of footprints, then pull the bookshelf away from the wall.

When you're ready, head through the hole in the wall and continue to the chamber at the end of the passage.

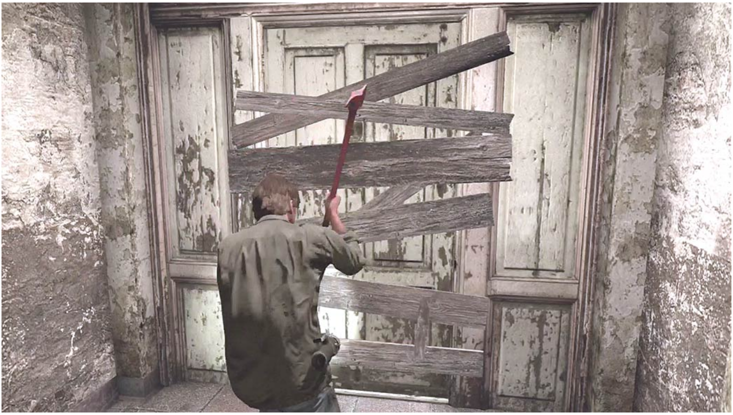


Approach the body near the center of the chamber to find a Fire Axe. When you're ready, pull the Fire Axe out of the body and return to the main hall.

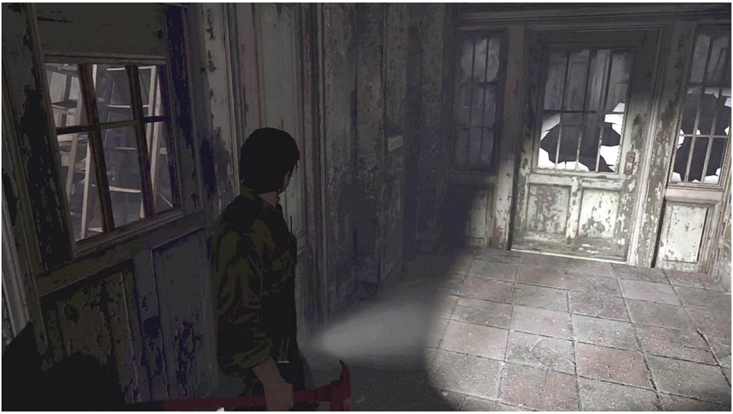
When you collect the Fire Axe, several Dolls appear in the room. It doesn't take long for the Shadows to surround you. As soon as you have the Fire Axe, run out of the chamber to draw them into the passage.

Doing so makes it much easier to defend yourself. If you'd rather avoid combat, simply run back to the main hall.

Once you leave the lodge, the passage entrance vanishes and a fresh Fire Axe appears behind the bookcase.

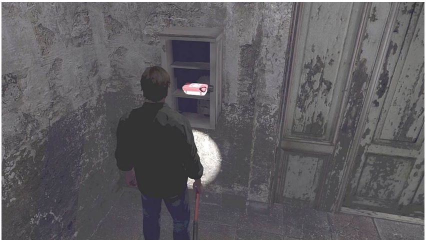


Once you have the Fire Axe, return to the main hall and clear the boards away from the door. When you're ready to move on, leave the main hall and approach the hospice entrance to trigger a cutscene.



After the cutscene, head through the door on your right and follow the path out of the building.

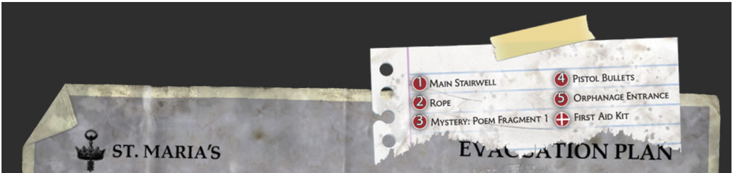
TIP

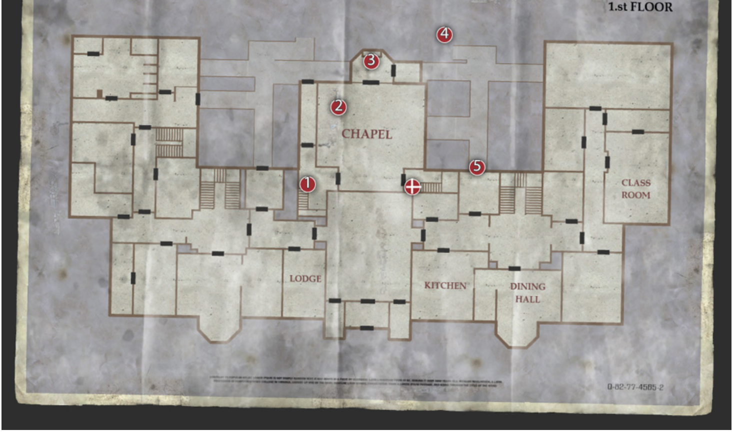


When you reach the north exit, check the nearby shelves for a First Aid Kit.

After you exit the building, explore the outdoor walkways to find the chapel entrance on the building's north edge.

Chapel



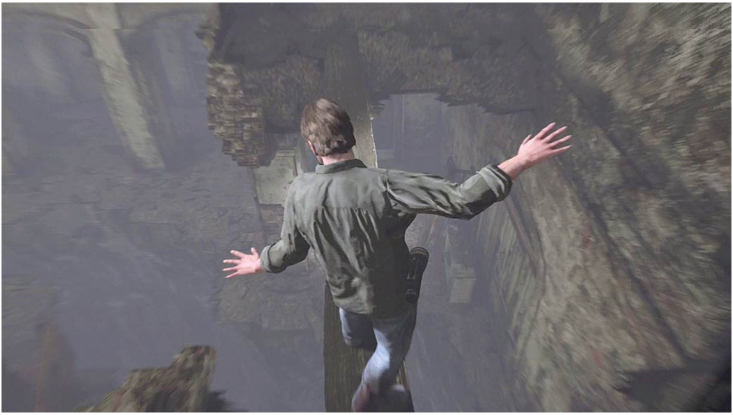


Enter the chapel and continue through the door at the end of the hall. When you're finished exploring the base of the stairwell, climb up to the second floor.

As you approach the second floor, a small girl runs to the top of the chapel.

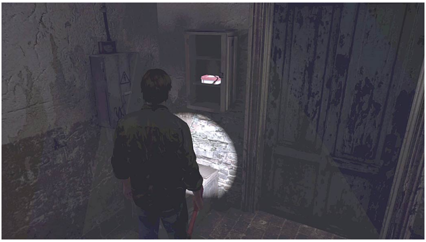
If you choose to follow her, you'll find a bell pull at the top of the stairs. Ringing the bell causes two Dolls to appear on the third floor.

If you choose to ring the bell, activate your UV beam to spot the incoming Shadows.



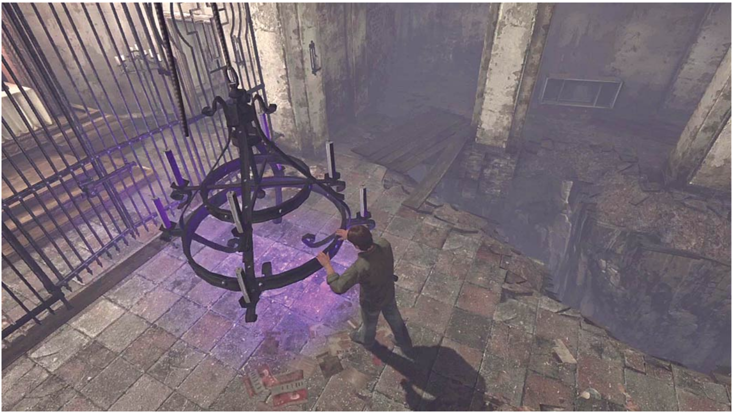
When you're ready to leave the main stairwell, pass through the door on the second floor and continue across the beam. Follow the path back down to the first floor and enter the chapel's sanctuary.

TIP

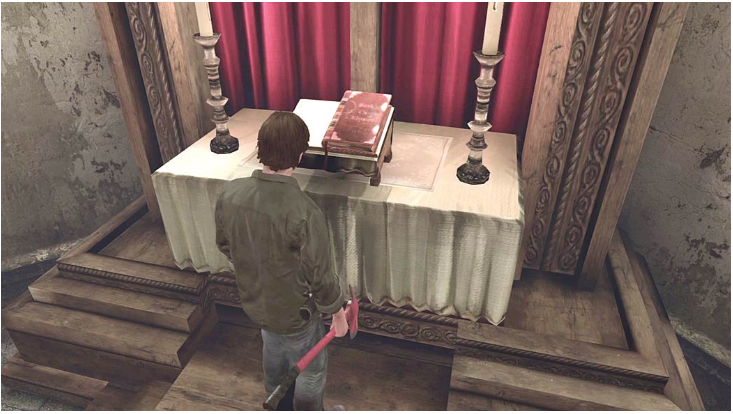


When you return to the first floor, check the shelves in front of you for a First Aid Kit.

Approach the gate near the chapel's altar to trigger a short cutscene, then move to the pillar across the room. Examine the rope attached to the pillar, then use the Lighter from your Inventory to burn through it.

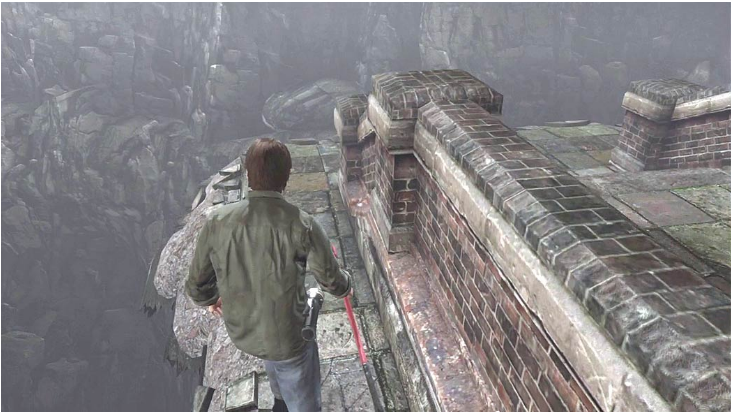


Examine the chandelier that drops down from the ceiling, then follow the on-screen prompts to send it crashing into the gate. Repeat the process until the gate swings open.



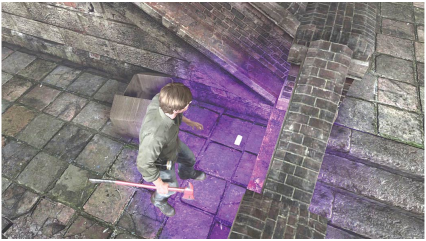
Collect the Mystery item from the altar to add the Poem Fragment 1 to Murphy's Journal. Once you've done so, the door to the right swings open.

When you're ready to leave the chapel, head through the door and drop down to the ground.

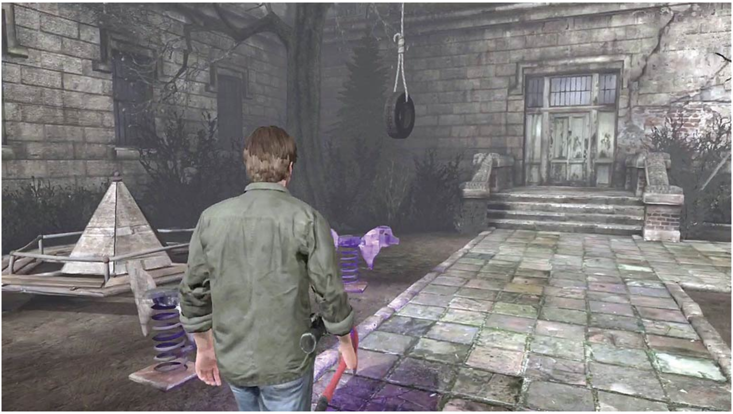


When the cutscene ends, follow the narrow path to the steps on your right.

TIP



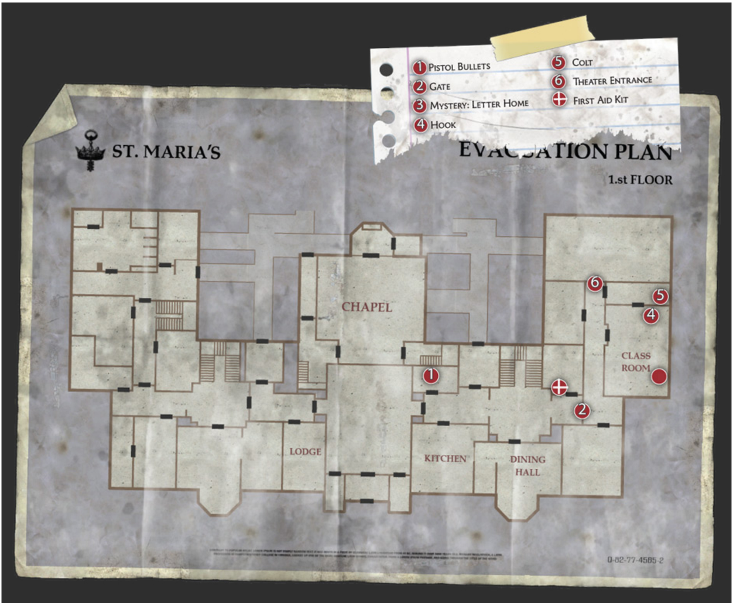
Before you climb back toward the monastery, move past the steps to find some Pistol Bullets near a cardboard box.

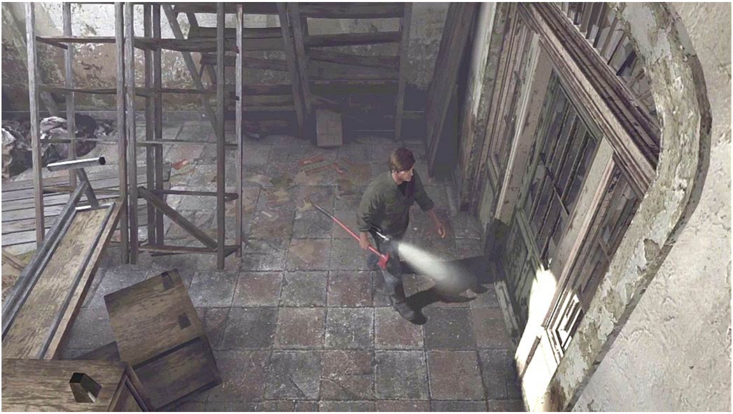


Follow the steps back toward the monastery. When you're finished exploring the playground, head through the door to enter the building's orphanage.

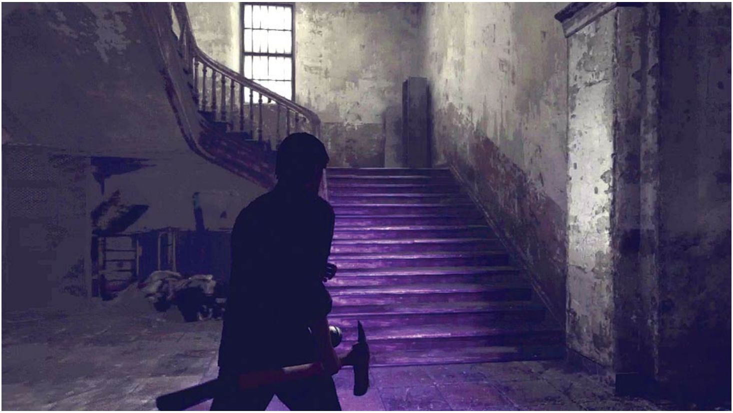
Orphanage

First Floor





After you enter the building, slip through the gap between the shelf units, then exit the vestibule through the door ahead of you.

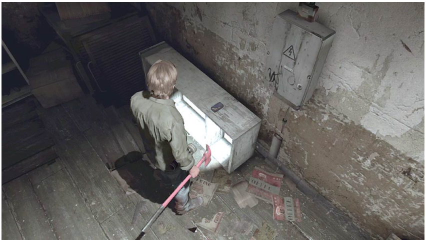


The stairs to the second floor are located just east of the vestibule. Before you head upstairs, search all of the accessible rooms on the orphanage's first floor.

There are two Screamers located on the orphanage's first floor.

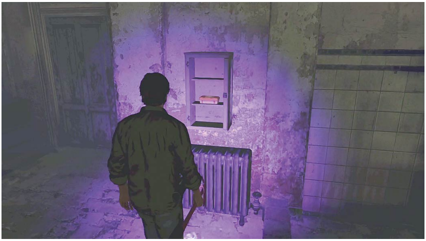
One Screamer is waiting in the kitchen. The second Screamer appears when you open the gate east of the stairwell. Make sure you're prepared to defend yourself.

TIP



Search the changing room west of the vestibule to find a box of Pistol Bullets near the back wall.

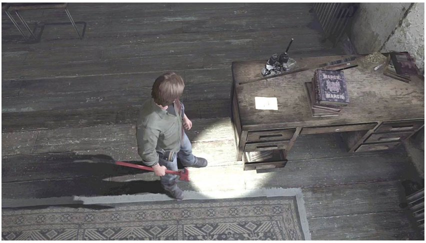
TIP



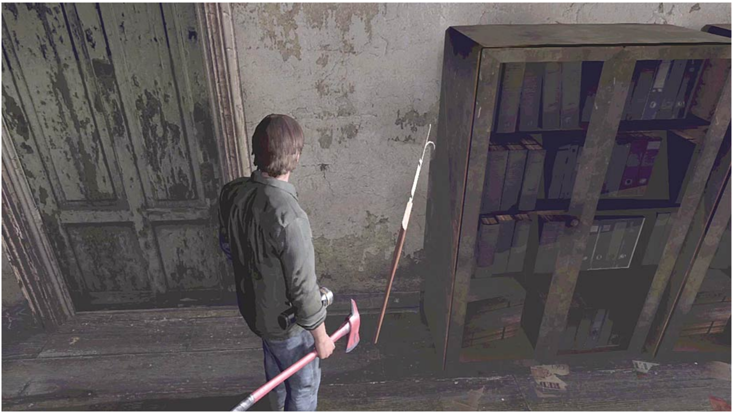
When you search the showers north of the dining hall, check the shelves near the door for a First Aid Kit.

Pass through the gate near the showers to trigger a short cutscene. When you're ready, follow the hall north. Enter the first door on your right to find the first-floor classroom.

TIP

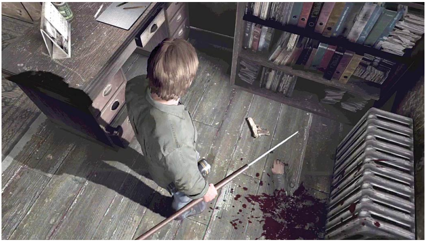


While you search the classroom, look for the Mystery item on the teacher's desk. Collect the item to add the Letter Home to Murphy's Journal.



When you're finished exploring the classroom, move to the north wall. Collect the Hook leaning near the door, then head into the adjacent room to search for any useful items.

TIP

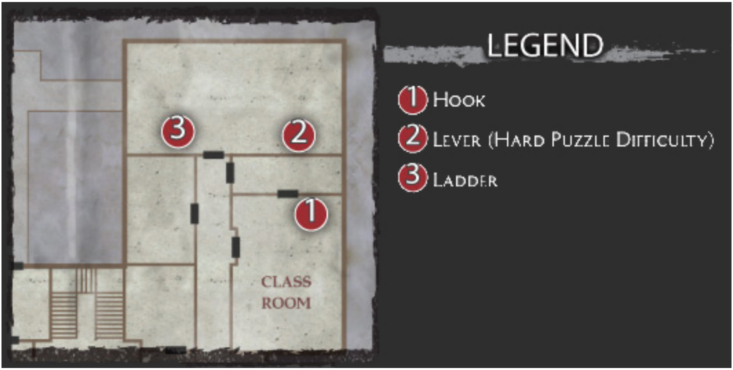


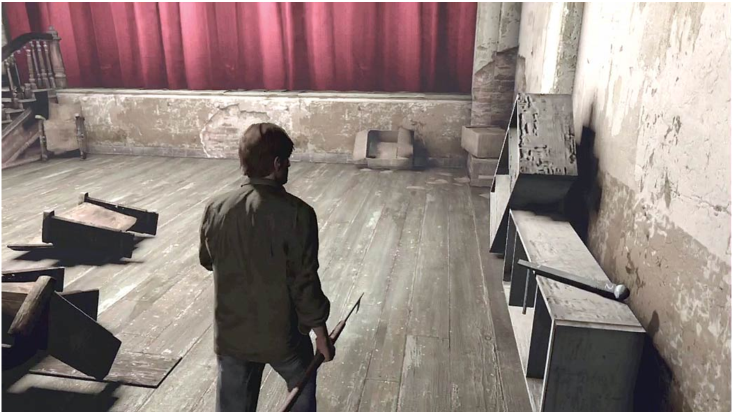
When you enter the office north of the classroom, look behind the desk to find a Colt on the floor.

When you're ready, exit the classroom and continue through the door at the north end of the hallway.

The Theater

First Floor

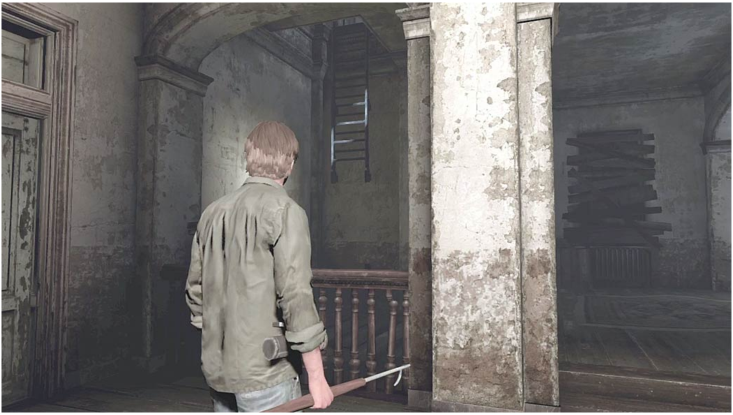




After you enter the theater, explore the first floor for useful items. If you've chosen to play through the Hard puzzle difficulty, collect the Lever from the toppled shelves near the stage.

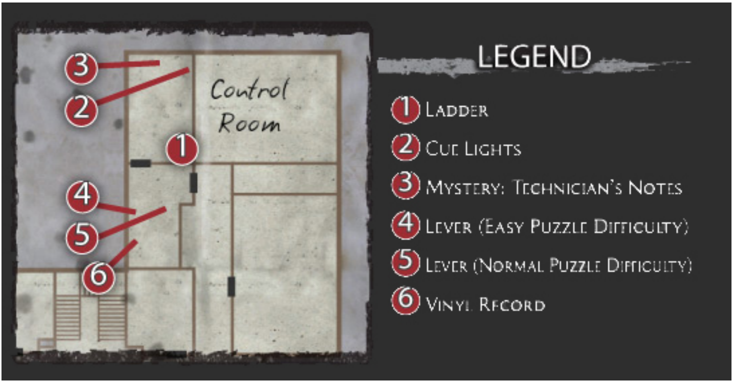
NOTE

In the Easy and Normal puzzle difficulties, the Lever is located on the theater's second floor.

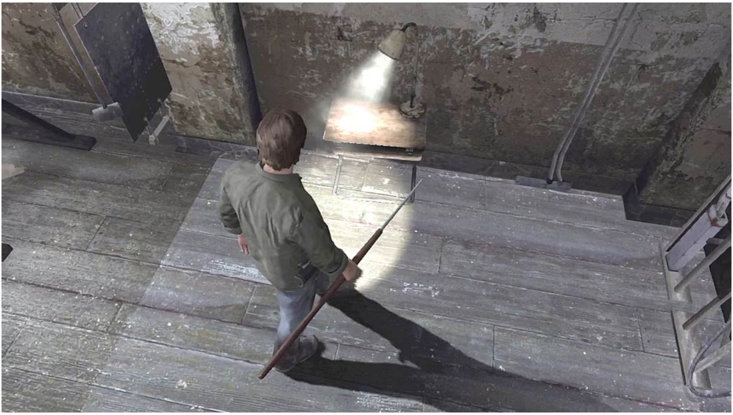


Locate the retractable ladder near the theater's entrance, then use the Hook from the classroom to pull down the ladder to the floor. When you're ready, climb the ladder up to the second floor.

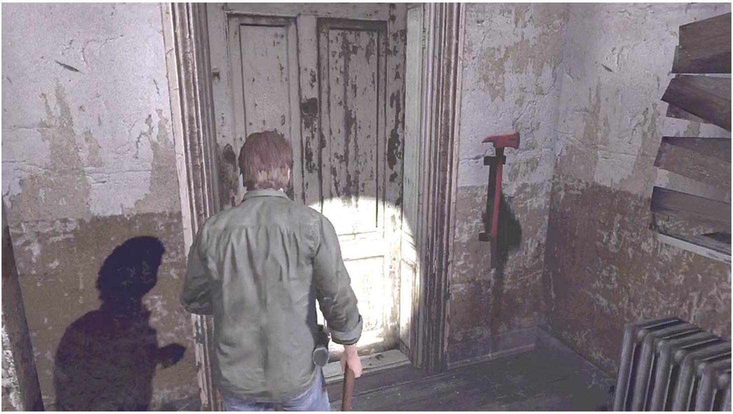
Second Floor


3
2
Control Room
1
4
5
6
LEGEND
1 Ladder
2 Cue Lights
3 Mystery: Technician's Notes
4 Lever (Easy Puzzle Difficulty)
5 Lever (Normal Puzzle Difficulty)
6 Vinyl Record

When you reach the top of the ladder, inspect the various devices located throughout the control room.

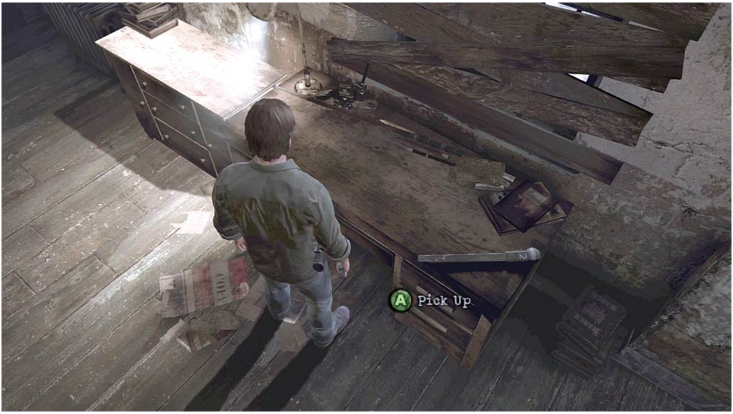


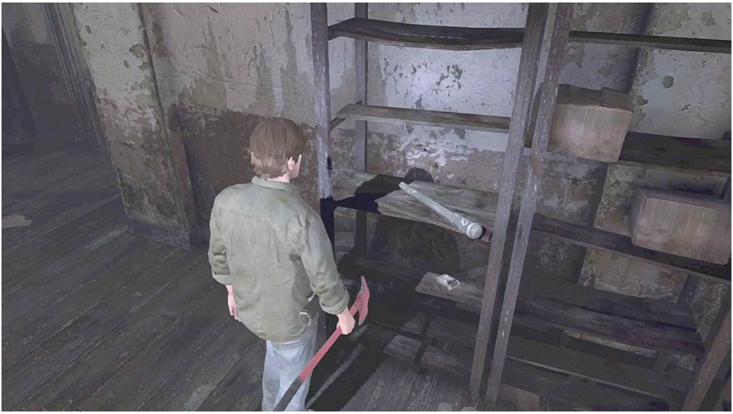
When you reach the north wall, collect the Mystery item on the small desk to add the Technician’s Notes to Murphy’s Journal.



Cross back toward the ladder and head through the door to search the adjoining room.

If you're still carrying the Hook from the classroom, consider switching it out with the Fire Axe near the door. You'll face a number of creatures before you leave the theater.

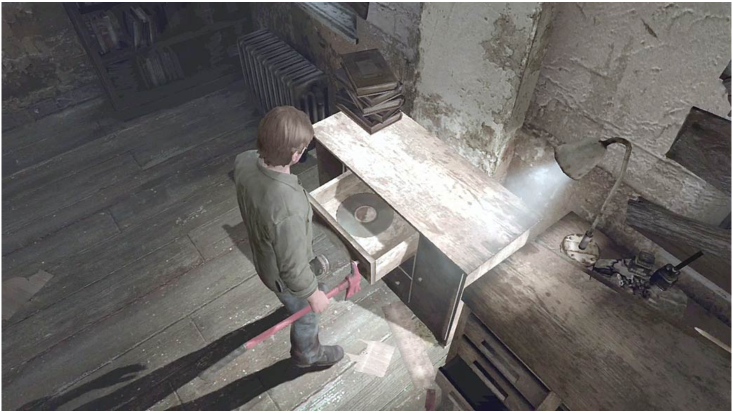




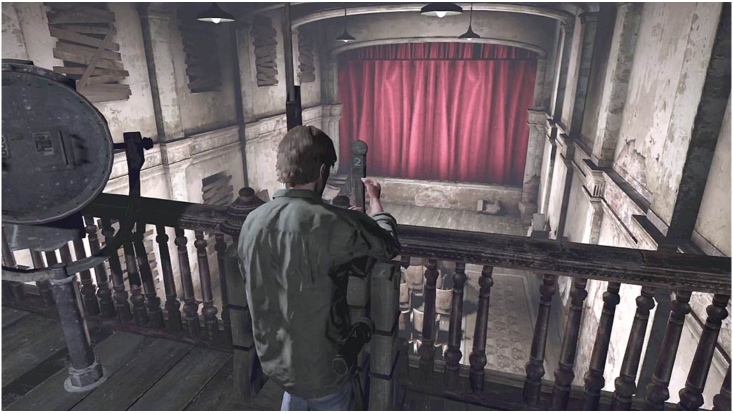
If you're playing through the Easy puzzle difficulty, collect the Lever from the desk just beyond the door; in the Normal puzzle difficulty, the Lever is located on the shelves across from the desk.

NOTE

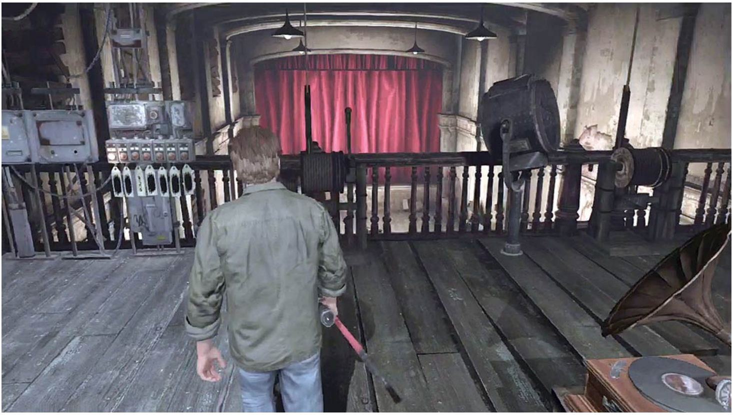
If you're playing through the Hard puzzle difficulty, you should have already collected this Lever near the stage on the first floor.



Once you have the Lever, collect the Vinyl Record from the drawers near the desk and return to the control room.

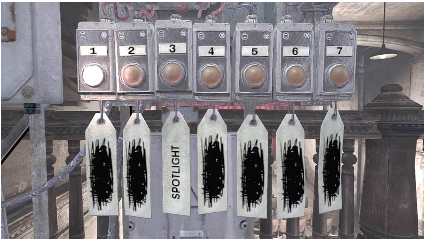


The spotlight near the railing is flanked by two winches. Insert the Lever from your Inventory into the winch on the right, then place the Vinyl Record on the gramophone's turntable.



Move back to the rail and examine the numbered cue lights. Each of the seven lights indicates a specific action. Using the various devices in the control room, you must perform each of the indicated actions in the appropriate order.

Puzzle Solution: Cue Lights



Although the cue lights are labeled with hanging tags, most of the descriptions are illegible. Use the Technician's Notes in Murphy's Journal to determine the order in which you must activate each device.

Your chosen puzzle difficulty affects the number of legible tags and the content of the Technician's Notes. The action indicated by each cue light, however, is the same for all three puzzle difficulties:

1. Flip the switch near the ladder to turn off the house lights.

2. Turn the gramophone's crank to play the opening music.

3. Activate the spotlight and aim the beam at the center of the stage.

4. Activate the winch left of the spotlight to drop the first set into place.

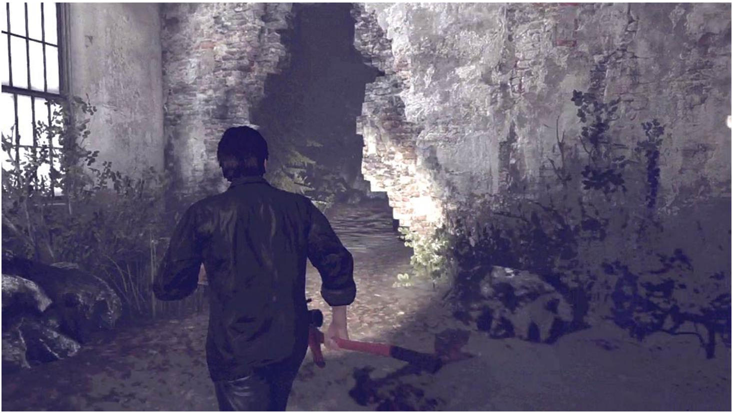
5. Activate the winch right of the spotlight to drop the second set into place.

6. Spin the wooden cylinder to produce a rain effect.

7. Strike the hanging sheet metal to produce a thunder effect.

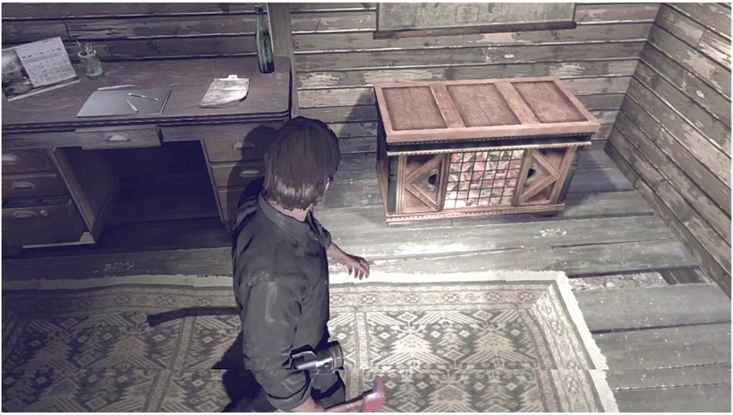
When you perform an action correctly, the next cue light switches on. If you perform an action other than the one indicated by the cue lights, the sequence starts over.

When you perform all seven actions in the proper order, the theater transforms into the play's setting.



After the theater transforms, climb down the ladder to explore the altered environment. Pass through the hole in the wall and follow the path through the forest until you reach the cottage.

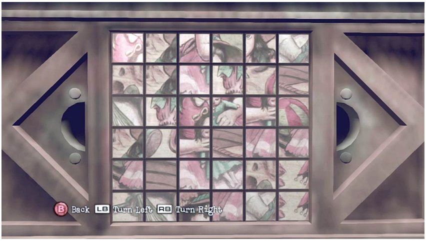
The forest contains a Weeping Bat and three Screamers. As you explore the area, beware of hidden enemies.



Enter the cottage and locate the chest along the back wall. Open the chest to collect the Blackboard Eraser and the Poem

Fragment 2 Mystery item.

Puzzle Solution: Cottage Chest



The chest's front panel contains several painted blocks. Each block can be rotated to show one of three sides. Each side contains a small portion of a larger image. To unlock the chest, you must rotate all of the blocks to create a single image.

Your chosen puzzle difficulty determines the number of blocks you must arrange.

Easy: In the Easy puzzle difficulty, there are 16 blocks in the chest's front panel.

Normal: In the Normal puzzle difficulty, there are 25 blocks in the chest's front panel.

Hard: In the Hard puzzle difficulty, there are 36 blocks in the chest's front panel.

Solving this puzzle involves some trial and error, but as you identify more of the picture's major elements, it becomes easier to determine where those elements belong.

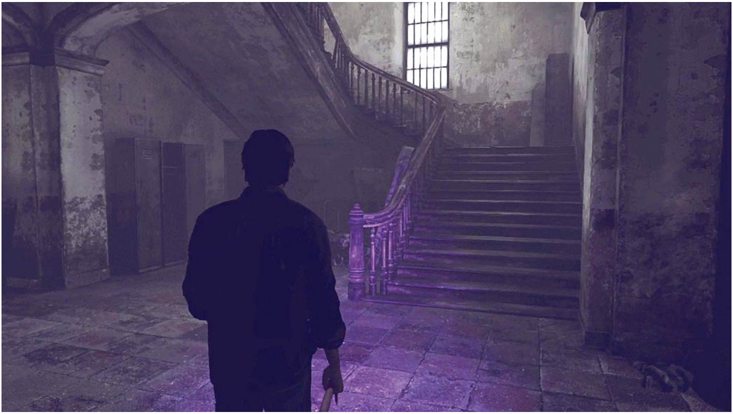
The final image is a portrait of a young girl sitting on the beach.

To solve the puzzle quickly, rotate the blocks in the upper-left corner of the image until they display a sandcastle, then rotate the surrounding blocks to continue the image.

As more of the final image is revealed, it becomes fairly simple to align the remaining blocks.

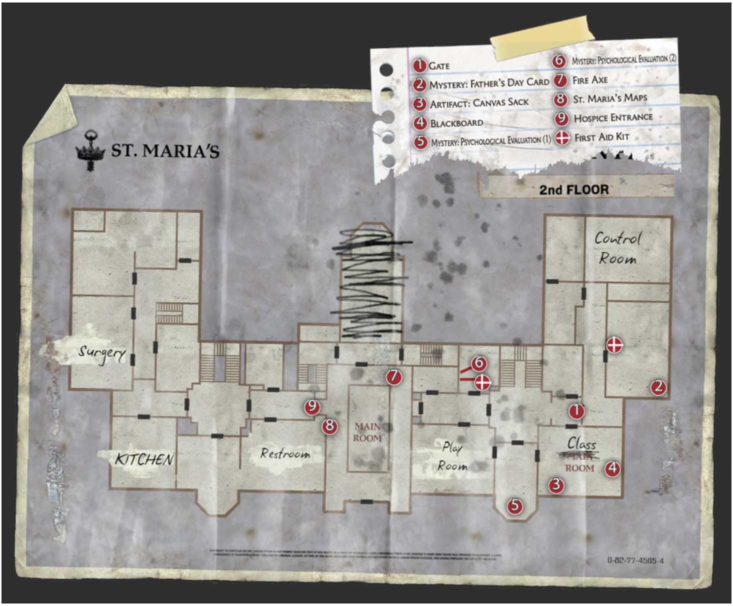
Complete the image to open the chest and collect its contents.

When you open the chest, two Dolls appear behind you. When the cutscene ends, turn around to defend yourself from the incoming Shadows.



Once you've collected the chest's contents, exit the cottage and drop down from the stage. When you're ready, exit the theater, follow the hallway back to the stairwell, and climb up to the orphanage's second floor.

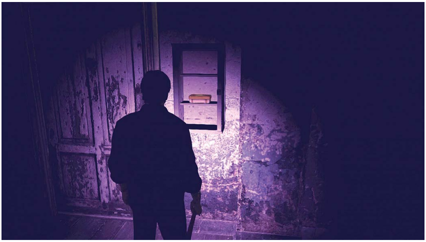
Second Floor



When you reach the second floor, approach the gate west of the stairwell. When you're ready, open the gate and follow the hall north. Enter through the first door on your right and search the orphanage dormitory for useful items.

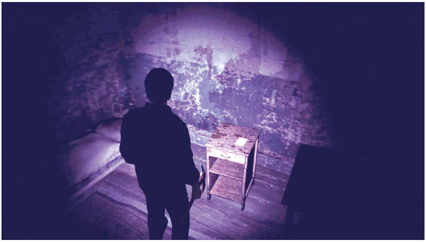
There are three Dolls in the dormitory. The room is extremely dark, so you may need to switch between your Forensic Flashlight's beams as you explore the room.

TIP



As you enter the dormitory, check the shelves near the door for a First Aid Kit.

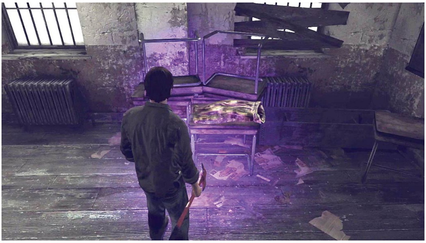
TIP



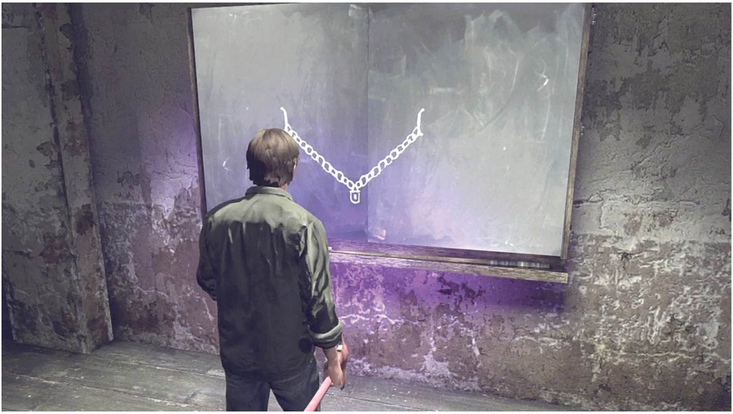
There's a Mystery item located in the dormitory's southeast corner. Collect the item from the end table to add the Father's Day Card to Murphy's Journal.

When you're done searching the dormitory, follow the hall back to the gate and enter the second-floor classroom.

Silent Hill Artifact: Canvas Sack



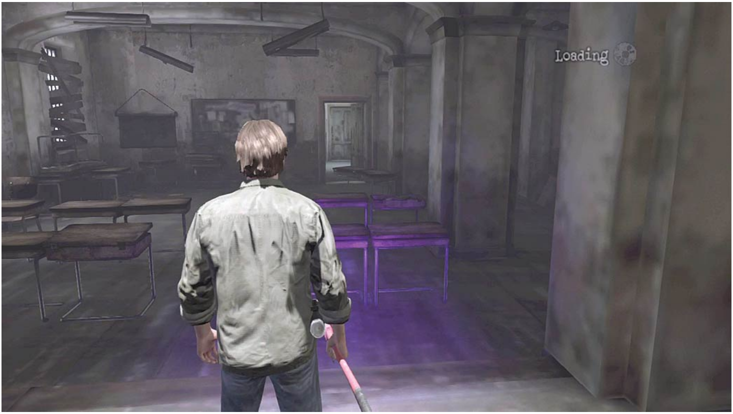
When you enter the second-floor classroom, look for the Canvas Sack on the desk across the room. Grab this Silent Hill Artifact to add it to your collection.



When you're done exploring the area, examine the blackboard on the classroom's east wall. Use the Blackboard Eraser to remove the drawing from the board.

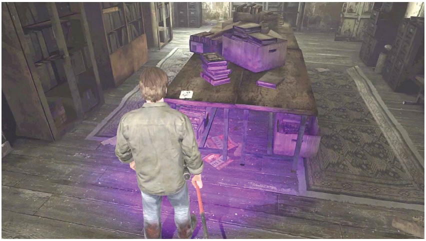
Caution

After you erase the drawing, you must follow a new path out of the orphanage. Make sure you're ready to move on before you approach the blackboard.

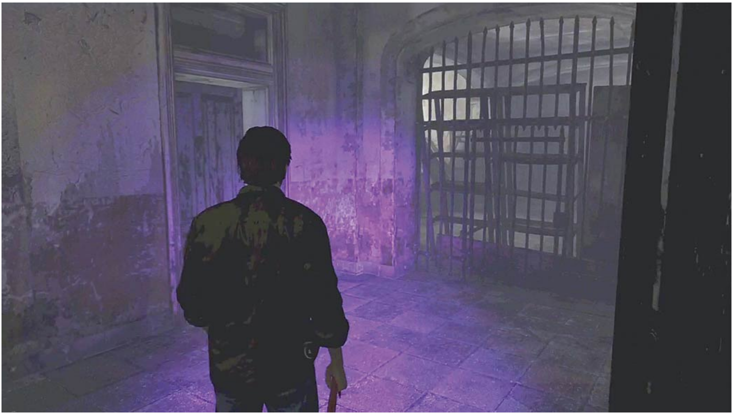


After the cutscene, the door across the room swings open. As you follow the path through the library and playroom, search each area for useful items.

TIP

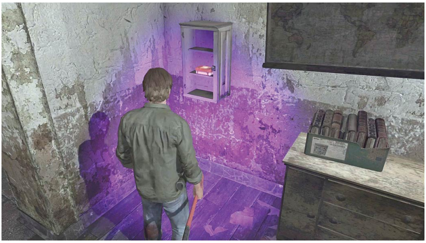


Collect the Mystery item on the library table to add the Psychological Evaluation (1) to Murphy's Journal.



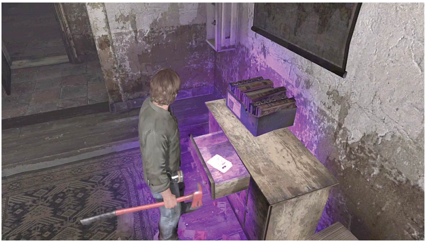
After you leave the playroom, veer right and search the small office across the hall.

TIP

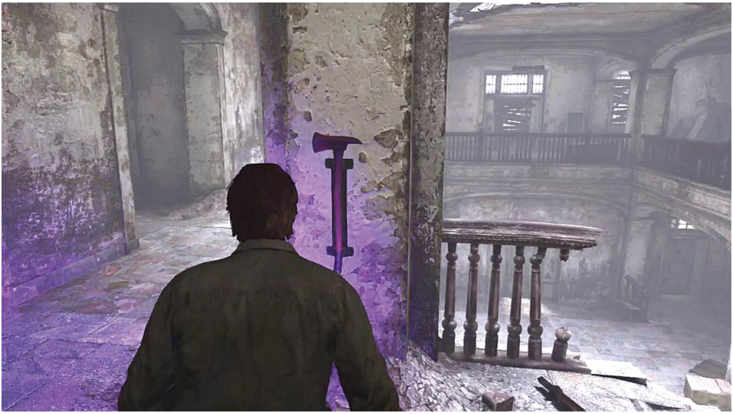


Check the shelves in the small office for a First Aid Kit.

TIP

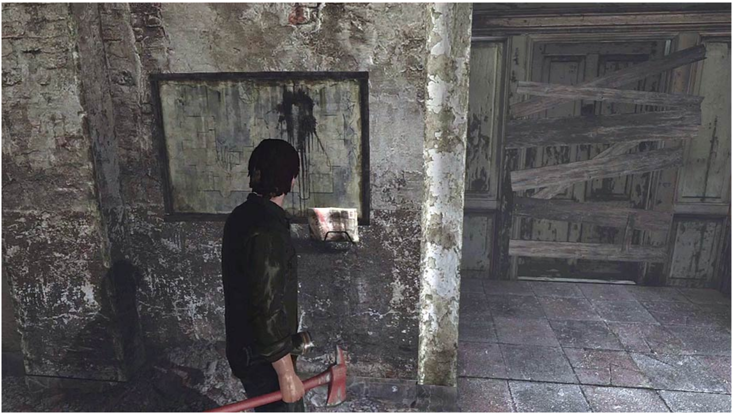


Search the drawers in the small office to find a Mystery item. Collect this item to add the Psychological Evaluation (2) to Murphy's Journal.



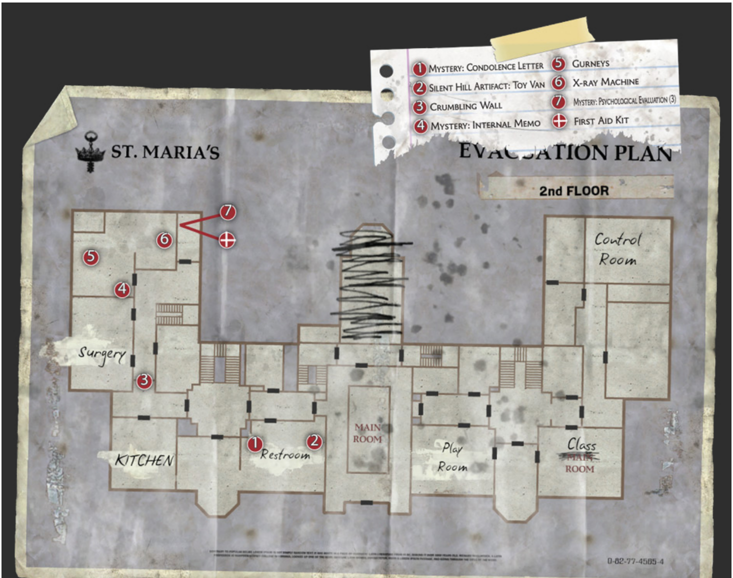
When you're ready to leave the orphanage, follow the path to the mezzanine above the building's main hall. Grab the Fire Axe from the pillar at the room's northeast corner, then follow the walkway to the second-floor hospice entrance.

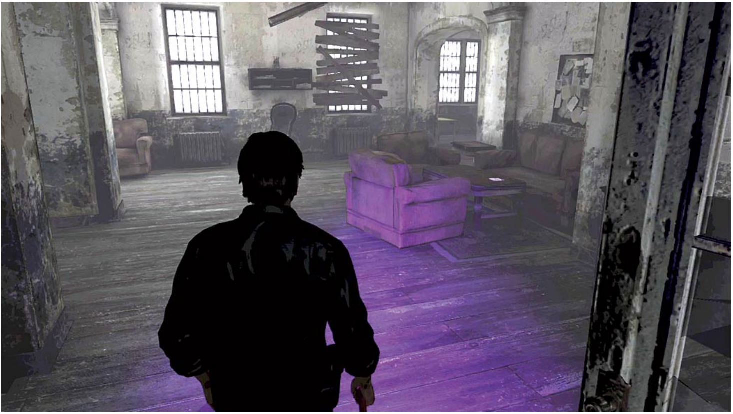
As you approach the hospice entrance, a Screamer appears on the path ahead of you. After you deal with the creature, keep an eye out for a second Screamer that appears behind you.



There's another set of St. Maria's maps on the wall near the hospice entrance. Grab the maps, then use the Fire Axe to smash through the boards blocking the entrance.

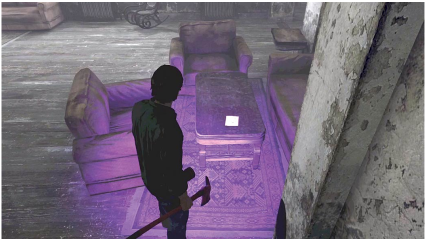
Hospice





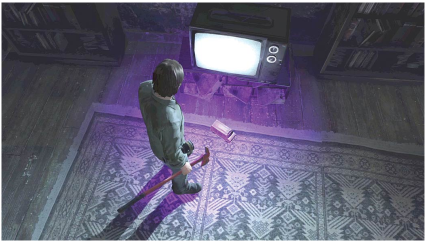
Enter the room near the end of the hall to find a large recreational area. Search the room for important objects, then climb over the counter to search the adjoining kitchen.

TIP

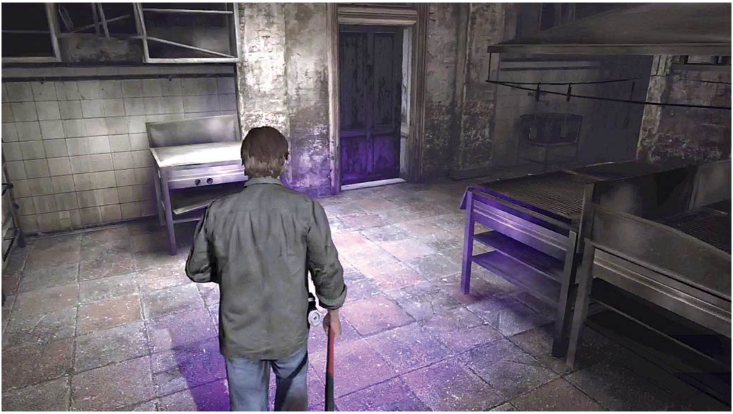


When you enter the room, search the table near the door. Collect the Mystery item on the table to add the Condolence Letter to Murphy's Journal.

Silent Hill Artifact: Toy Van

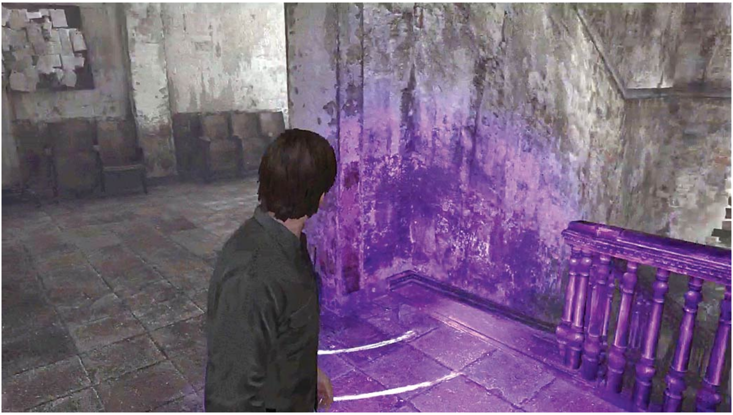


When you reach the recreation room just inside of the hospice, look for the Toy Van near the television set. Make sure you collect this Silent Hill Artifact before you leave the room.



When you're ready, exit through the kitchen door to trigger a short cutscene.

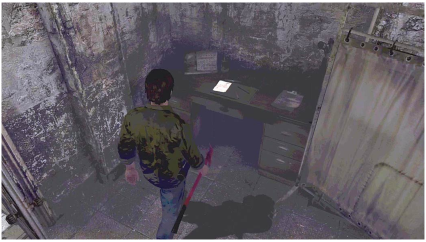
During the cutscene, a Screamer breaks through the wall ahead of you. Be ready to defend yourself when you regain control of Murphy.



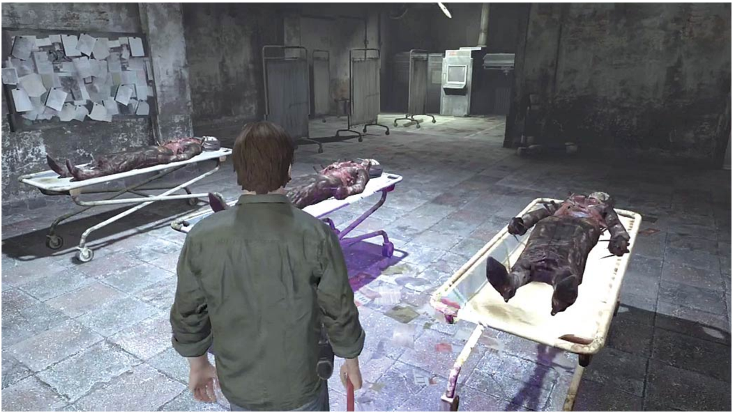
Squeeze through the crumbling wall and follow the path through the surgery center. When you exit the room, use your UV beam to reveal the drag marks in the hall.

Before you head downstairs, search the remaining second-floor rooms. The drag marks lead to the X-ray room, and there's a small office at the end of the hallway.

TIP



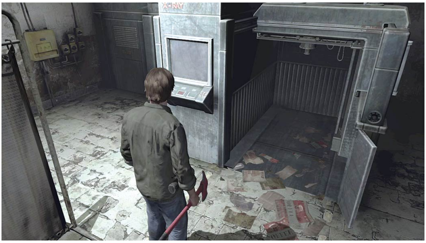
As you step into the X-ray room, search the small table behind the door. Collect the Mystery item to add the Internal Memo to Murphy's Journal.



The X-ray room contains three incapacitated Screamers; retrieve the Key and the Poem Fragment 3 Mystery item located inside the body of one of the Screamers.

Once you've collected both of these items, complete your search of the hospice's second floor.

Puzzle Solution: X-Ray Machine



To determine which of the Screamers contains the items you need, use the X-ray machine to scan each of the bodies. Roll a gurney in position, then activate the control panel to begin the scan.

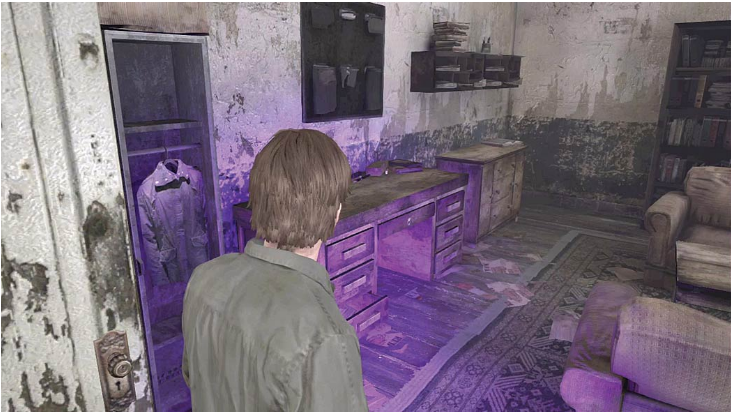
If the monitor indicates a clean X-ray, move the next Screamer into the machine and repeat the process.

When the monitor displays a foreign object, you've identified the appropriate Screamer. Wheel the gurney away from the machine, then examine the body.

Follow the on-screen instructions to search the chest cavity. As you search for the object, note the Screamer's reaction—the closer you are to the object's location, the more agitated the creature becomes.

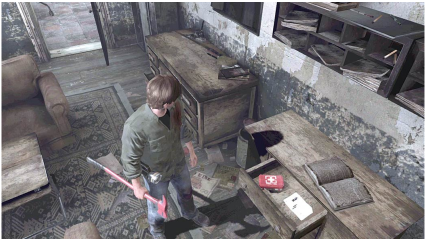
Once you've located the object, grab it to trigger a short cutscene. If you've succeeded, you automatically collect the Key and Poem Fragment 3 Mystery item. Your chosen puzzle difficulty determines how close you must be to the object before you can retrieve it.

If you attempt to retrieve the object from the wrong Screamer, it triggers a combat event. If this happens, you must defeat the Screamer before you can resume your search.



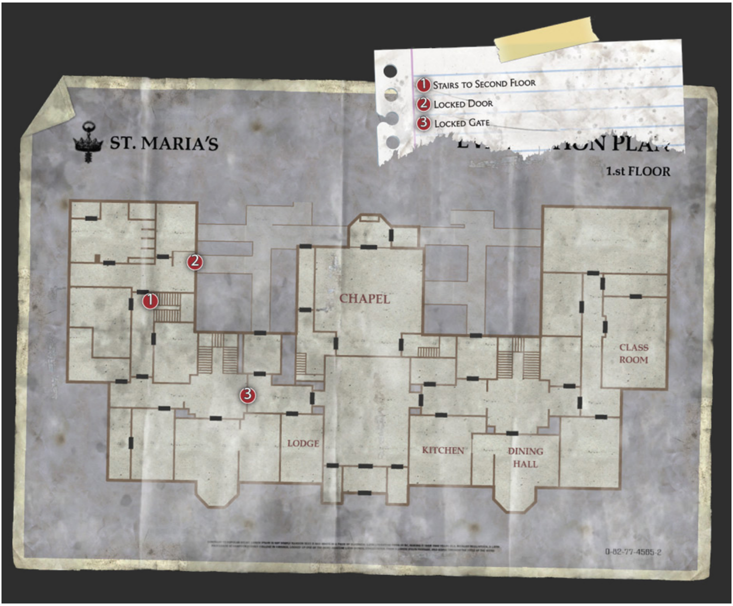
Once you're done in the X-ray room, move to the small office at the end of the hallway. Search the room for important items, then return to the stairs and follow the drag marks down to the first floor.

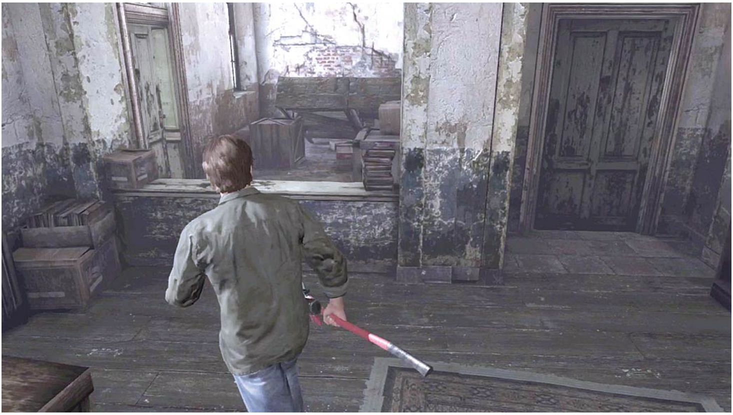
TIP



As you search the small office, check the dresser for a First Aid Kit and a Mystery item. Collect the Mystery item to add the Psychological Evaluation (3) to Murphy's Journal.

First Floor

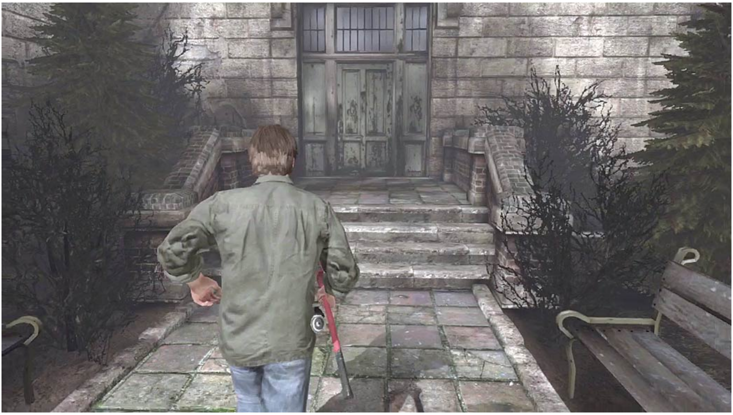




When you reach the bottom of the stairs, search the accessible rooms for useful items. When you're ready to leave the area, locate the office along the building's north edge.

Climb over the counter, then use the Key you collected in the X-ray room to open the locked door.

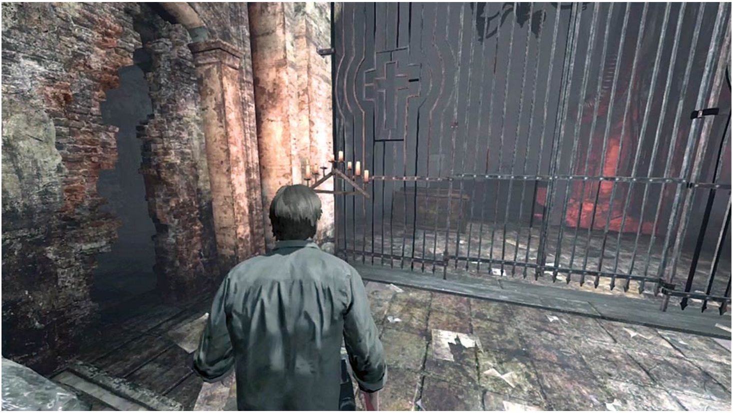
There's a Weeping Bat waiting just past the door. When you step into the yard, this creature attacks from above. Defend against this new threat.



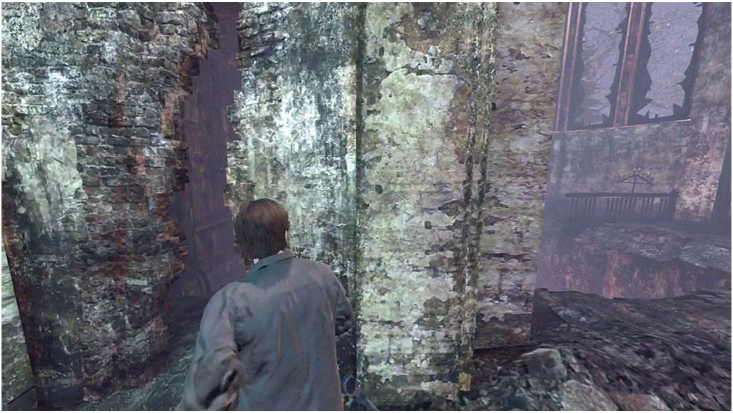
Head through the yard and back into the building. Return to the locked gate at the hospice's first-floor entrance to trigger a cutscene. When the cutscene ends, cross the room to trigger an environmental transformation.

Monastery Otherworld

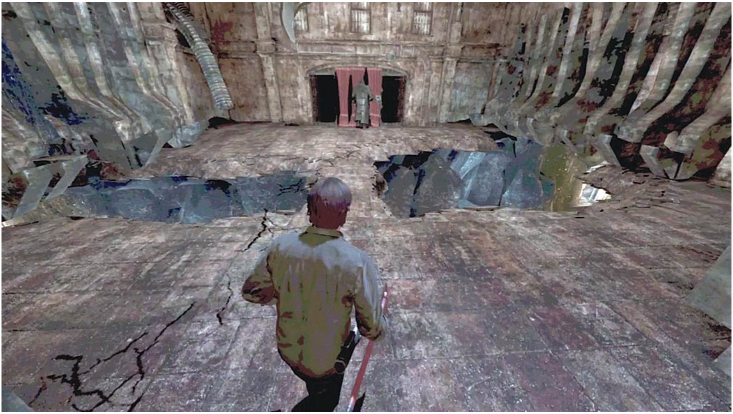
Chapel



After the room transforms, follow the path past the cells and into the chapel. When you reach the gate, squeeze through the crumbling wall to your left.

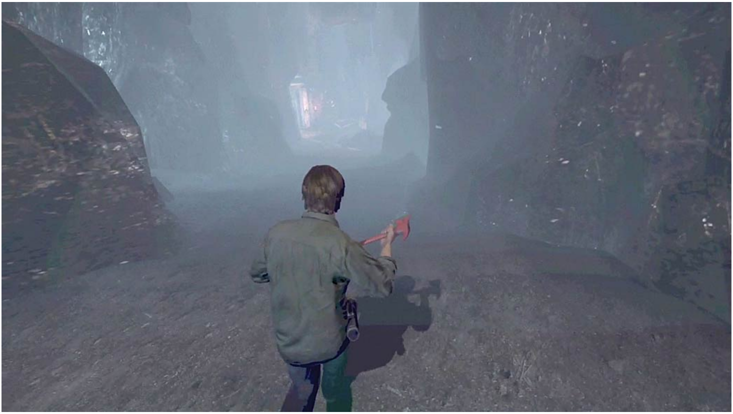


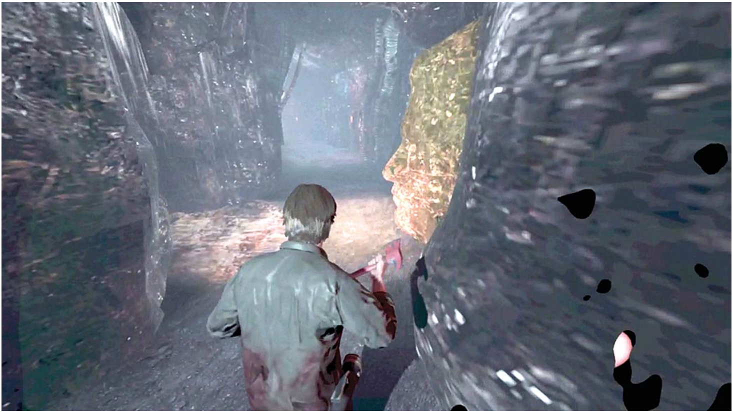
Follow the path as it winds through the chapel. After you climb over the barrier, veer to the left and squeeze through the crack in the wall.



Follow the path through the flooded chamber and past the chain-link fences. Keep moving until the floor gives way, dropping you into a large trench.

Corridors





When you land, move to the left to trigger a cutscene, then turn around and follow the trench into the tunnel. While you run through the area, look for a large face carved in the wall on your right.

As you approach the carving, make a hard left turn and follow the path up the stairs and through the twisting hallway.

After you drop into the trench, moving in either direction causes the void to appear in front of you. If you move to the right before the void appears, you must flee in the opposite direction.

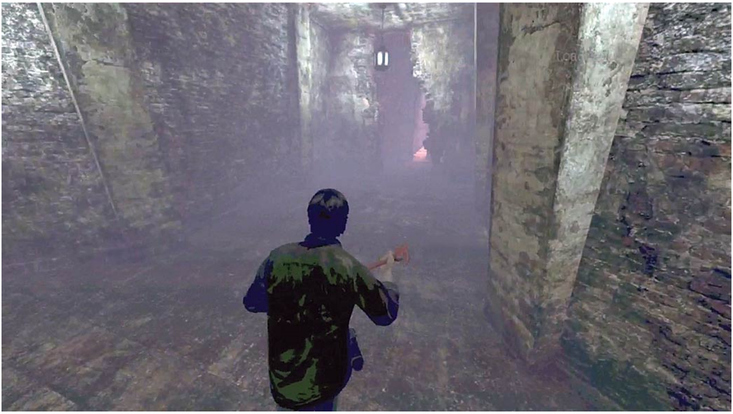
This route is essentially a mirror image of the one described in this walkthrough. Both areas contain Wall Corpses that attack as you run past. Avoid the sprays if possible, but make sure you stay ahead of the void.

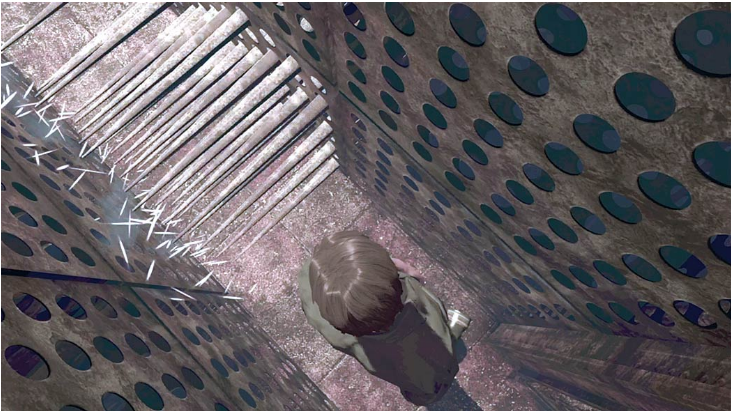
TIP

Remember to push over each cage you find along the path.

Exit through the door at the end of the yard and enter the building across the yard. The first room contains two passages. Run to the passage on the left.

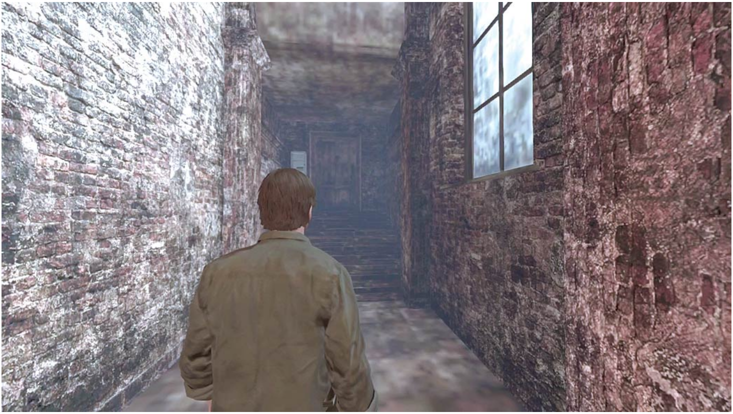
When the gate slams down, head into the other passage and follow the corridor through the building.





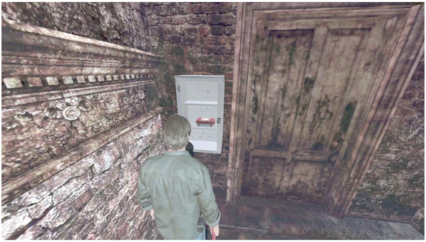
As the corridor curves to the left, turn right and squeeze through the crack in the wall. As you shuffle down the narrow passage, take care to avoid the spikes that emerge from the wall.

The void disappears once you squeeze through the crack, so there's no need to rush through the passage. Don't attempt to slip past a set of spikes until you're able to determine if and when the spikes will emerge from the wall.



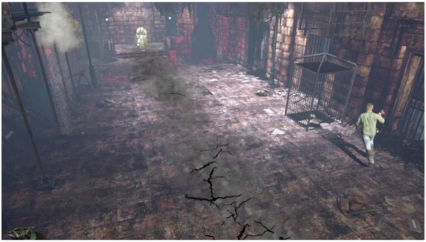
Once you're past the spikes, open the door at the end of the passage to trigger a cutscene.

TIP



Before you open the door, check the nearby shelves for a First Aid Kit.

Special Encounter: Monastery Otherworld



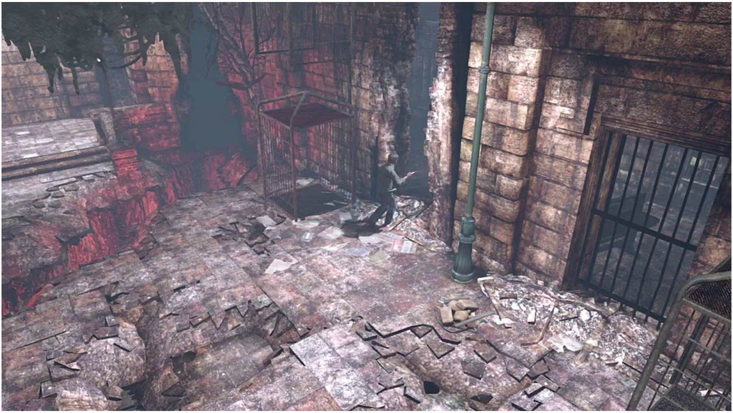
After the cutscene, you must avoid the Bogeyman's attacks while you deal with two Screamers. During this encounter, the Bogeyman sends a series of shock waves across the room.

To improve your chance of dodging each attack, stay as far away from the Bogeyman as possible.

When the first Screamer appears, try to attack it before it has a chance to scream. Be ready to dodge any incoming shock waves, but make sure you defeat the first Screamer before the second one arrives.

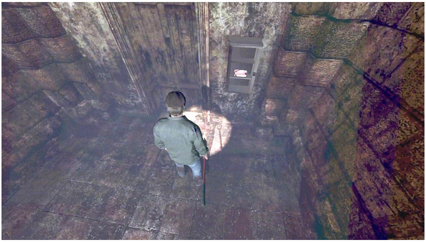
When the second Screamer appears, draw it away from the Bogeyman. Once again, try to dodge each incoming shock wave as you deal with the creature.

Toward the end of the encounter, one of the shock waves creates a hole in the wall to the right. If you've stayed near the room's entrance, you should avoid taking any damage from the impact.

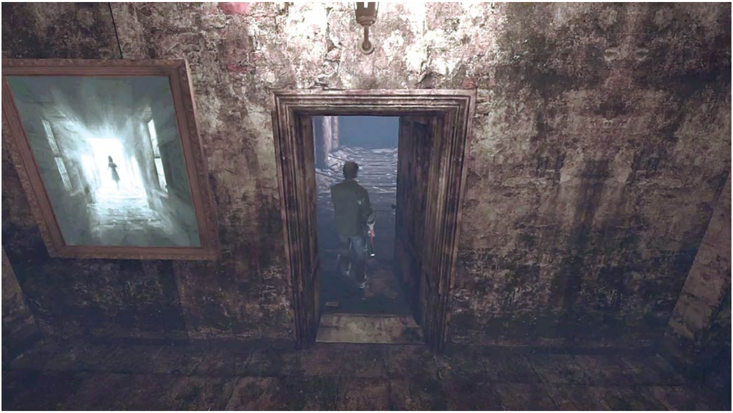


When you're ready to move on, pass through the hole in the wall and continue through the next corridor.

TIP



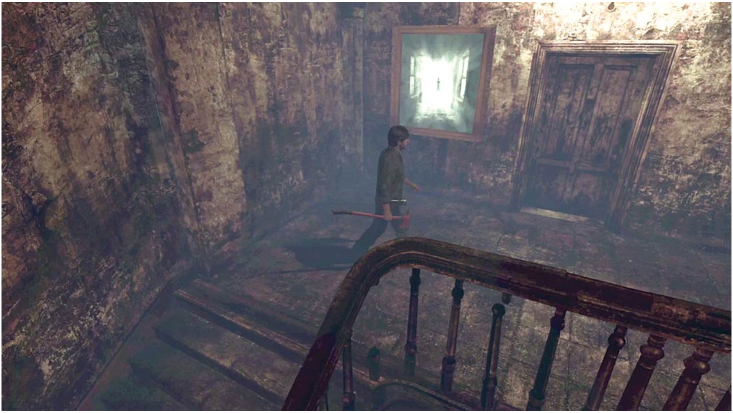
Before you leave the corridor, check the shelves near the exit for a First Aid Kit.



Follow the path through the hallway and into the stairwell. As you move down the stairs, use the portraits near each door to determine the proper path.

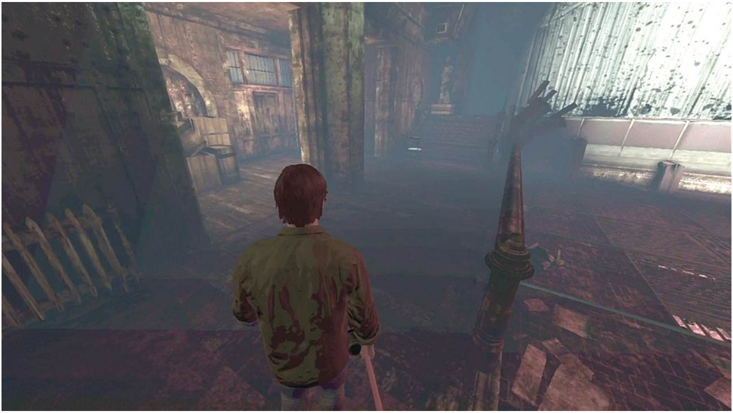
The second portrait shows a small figure in a brightly lit hallway. Enter the nearby door and follow the path to the next stairwell.

As you explore the stairwells, watch out for the Wall Corpses located between doors.

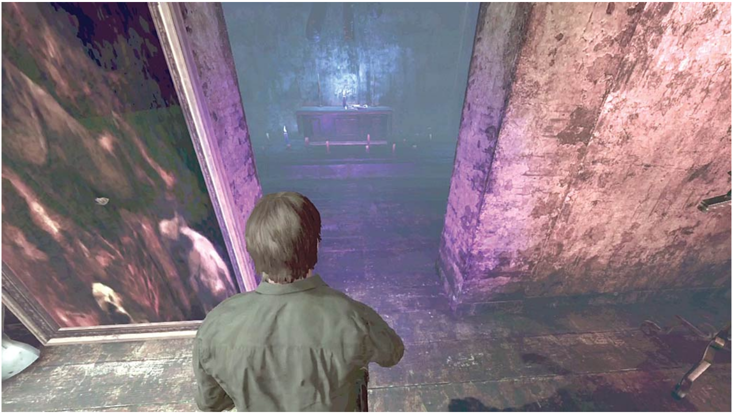


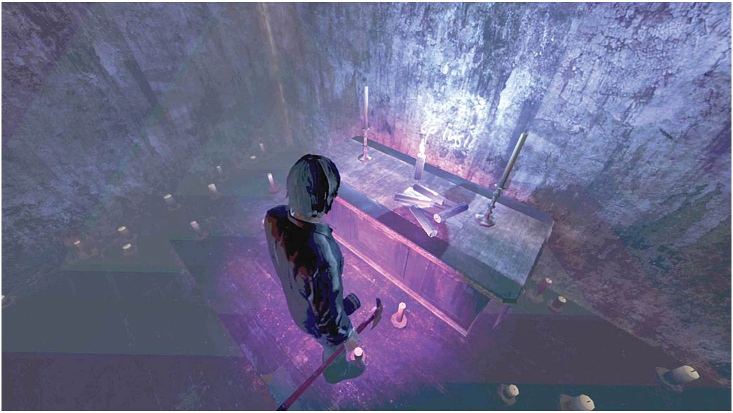
When you reach the second stairwell, climb to the top floor to find the same portrait of a small figure in a brightly lit hallway. Head through the door and follow the path to the theater.

Theater



After the cutscene, head through the door left of the stage and search the theater’s dressing room.

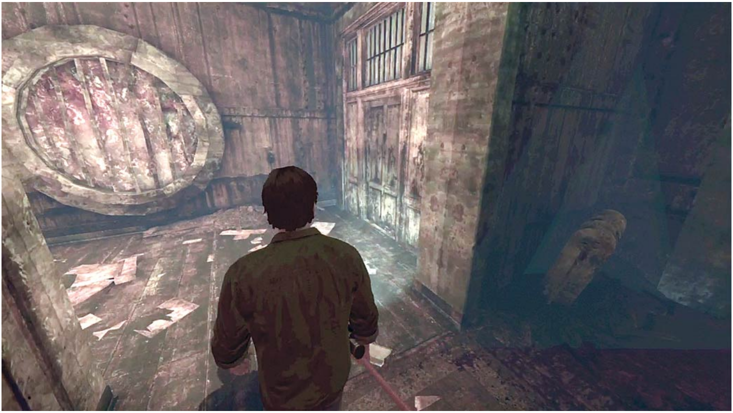




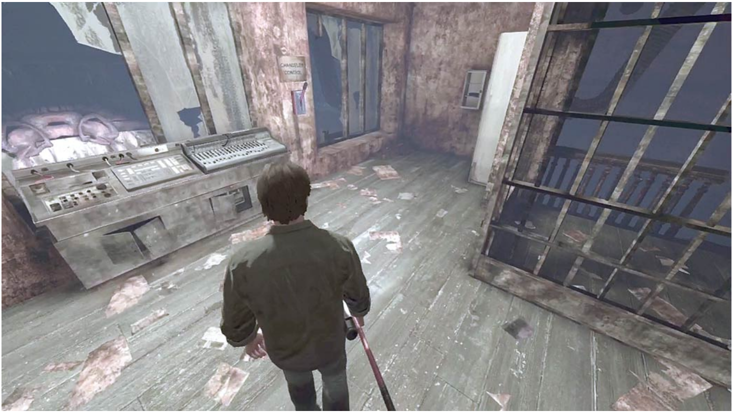
Examine the large portrait in the dressing room to reveal a hidden chamber. When you're finished searching the chamber, collect the Blue Candles from the altar and leave the dressing room.

When you collect the Blue Candles, two Dolls appear behind you. The first Doll is in the dressing room and the second Doll is on the crates just outside the door.

Make sure your UV beam is active before you enter the hidden chamber.

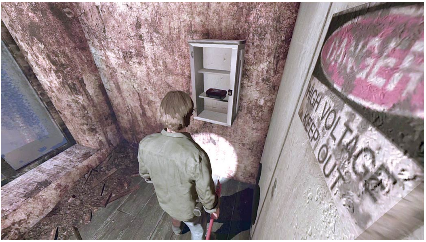


When you’re finished in the dressing room, move across the theater. Enter the door near the large vent and follow the path up to the control booth.

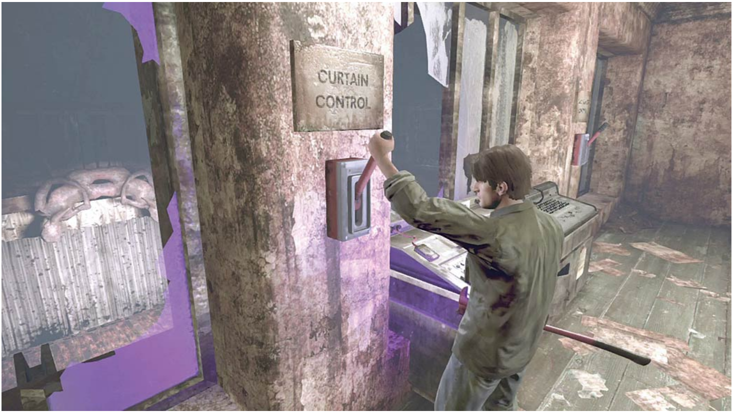


When you reach the control booth, search the area for important items.

TIP

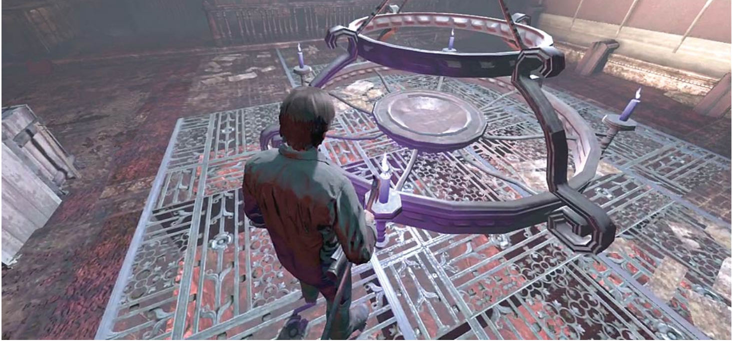


While you explore the control booth, check the mounted shelves for a First Aid Kit.

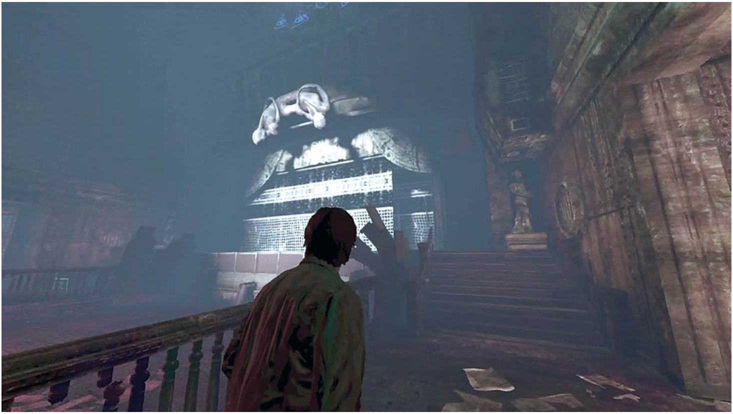


The control panel is flanked by two levers. Pull the lever on the left to open the stage curtains, then pull the lever on the right to lower the chandelier. Once you've done so, leave the control booth and head back down the stairs.

There's a Stabber standing on the chandelier. Before you leave the control room, make sure you're prepared to deal with this creature.



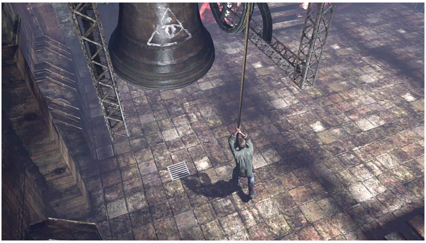
Return to the area in front of the stage and place the Blue Candles from the dressing room onto the chandelier. Use the Lighter from your Inventory to light the candles, then return to the control booth and raise the chandelier.



The UV light from the candles reveals a sequence of symbols above the proscenium. Leave the control booth and climb the stairs up to the stage.

Follow the path through the set to find three bells behind the stage. Ring the bells in the proper sequence to open the nearby doors.

Puzzle Solution: Theater Bells



Each of the bells is marked with one of the symbols shown above the proscenium. To open the door, you must use the bells to recreate the sequence:

- Ring the bell on the left.
- Ring the bell on the left.
- Ring the bell in the center.
- Ring the bell on the right.
- Ring the bell on the left.

Complete the sequence to trigger a change in the environment.

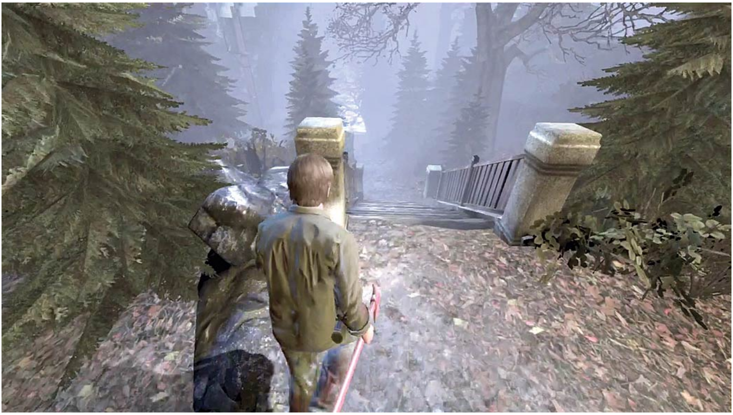
After you ring the bells in the proper sequence, the room begins to flood. Wade over to the door and wait for it to open. Once it does, follow the path through the corridor and up the ladder. Make your way through the attic until you trigger a cutscene.

Morgue

The Lake

NOTE

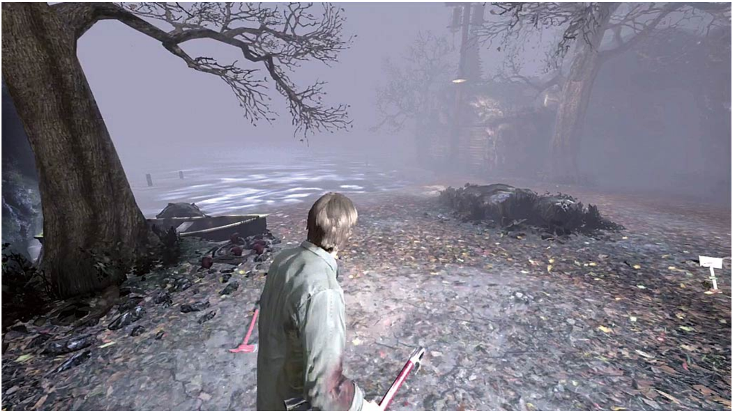
During the cutscene, you're transported to the morgue. When you regain control of Murphy, you've been transported once again. Before you can return to the morgue, you must complete a special encounter.



When the cutscene ends, follow the path toward the lake.

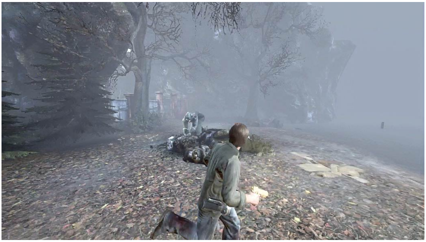
TIP

There are a few weapons scattered around the area. If your current weapon is in poor condition, make sure you grab a fresh one.



When you're ready, pass through the gate and approach the lake.

Special Encounter: Lakeside



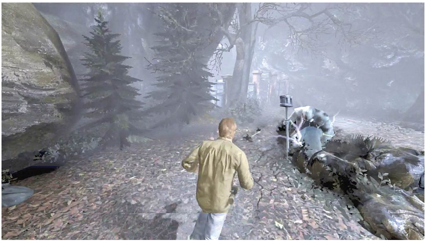
As you approach the lake, the Bogeyman emerges from the water. If you've got a good supply of ammunition, use your firearm to damage this formidable opponent from a safe distance.

Once again, the Bogeyman uses his massive hammer to send shock waves speeding toward you. Keep your distance to maximize your chances of dodging each attack.

If your ammunition supply is inadequate, you'll have to rely on melee attacks. This method leaves very little room for error, so be prepared to heal yourself.

After the Bogeyman sends out a shock wave, run in and deliver a quick hit. At close range, the Bogeyman can deliver devastating hammer blows.

Each time you land a hit, you must retreat to a safe distance. Repeat the process until your enemy weakens.

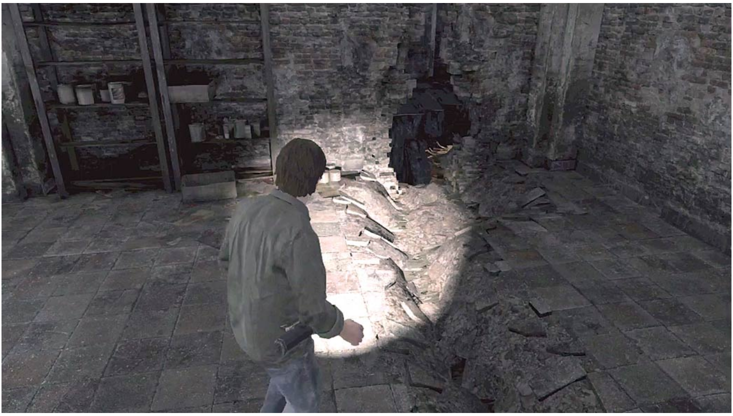


When you've dealt enough damage to the Bogeyman, he drops to his knees and performs an area attack.

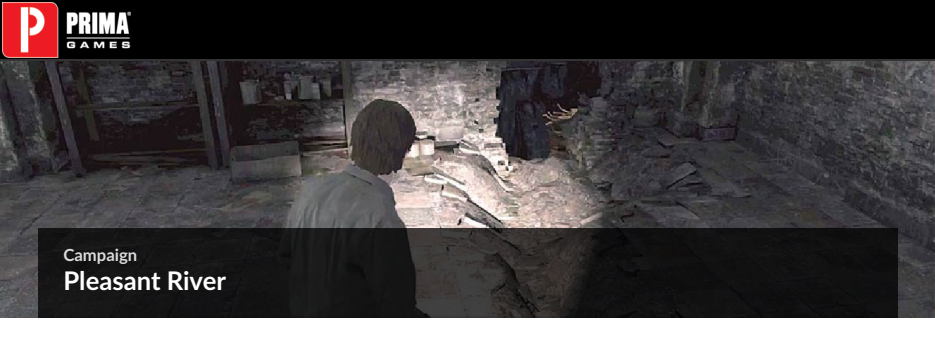
Keep your distance until the hammer's handle slams to the ground. Once it does, run in and use the hammer to strike the final blow and end the encounter.

Leaving the Monastery

When the cutscene ends, you've returned to the morgue and the Boat Key has been added to your Inventory.

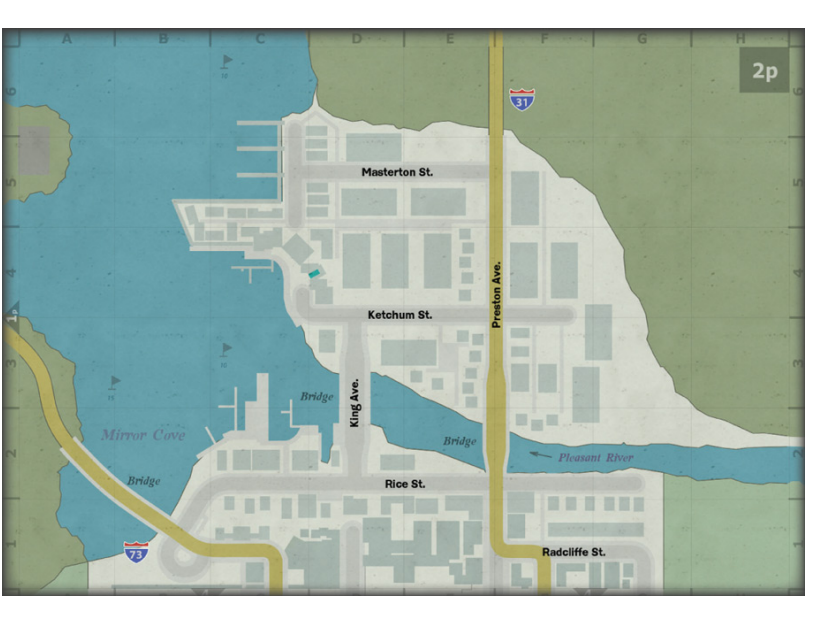


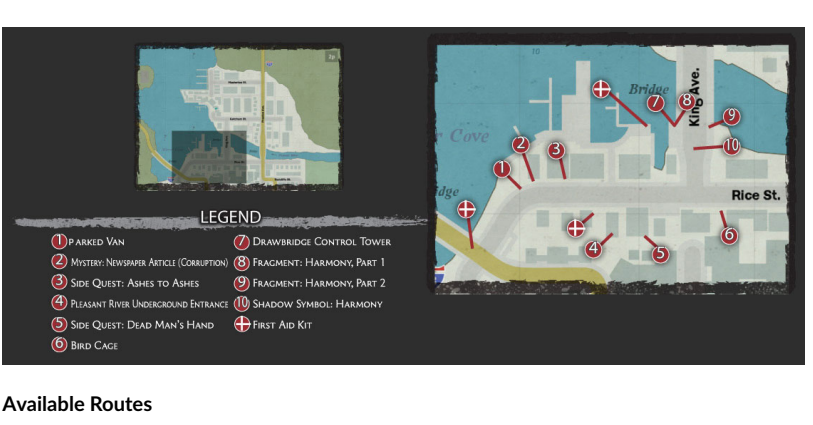
When you're ready to leave, approach the crack in the morgue's wall. Follow the path through the sewers to return to the town.



Campaign

Pleasant River



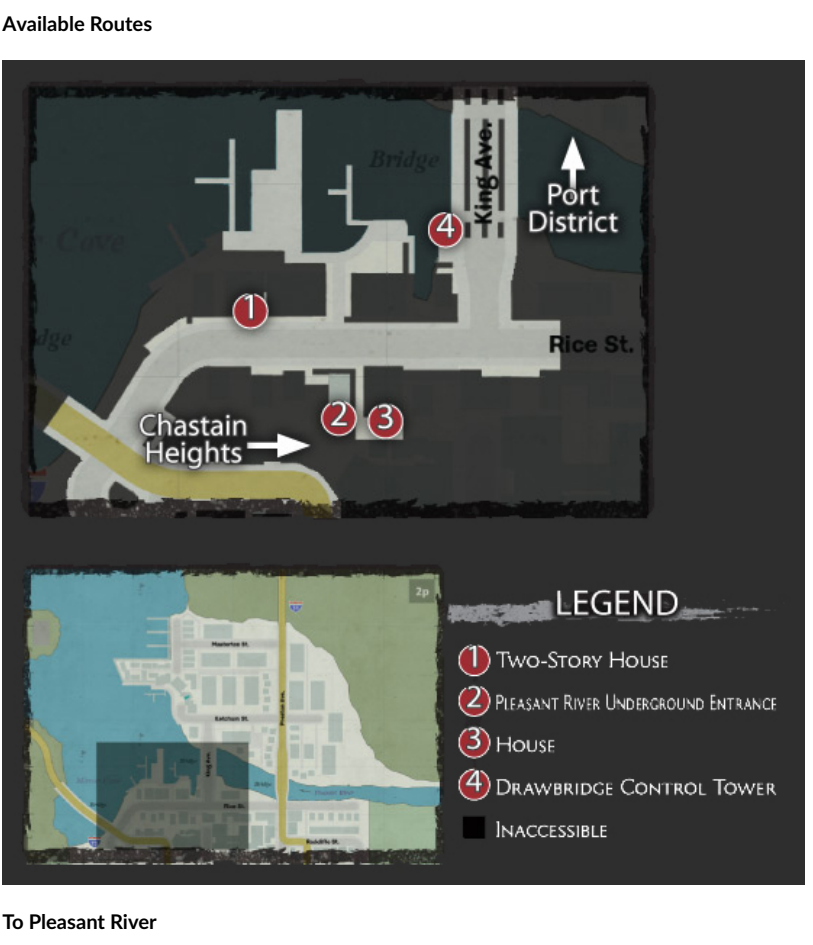


LEGEND

1. Parked Van
2. Mystery: Newspaper Article (Corruption)
3. Side Quest: Ashes to Ashes
4. Pleasant River Underground Entrance
5. Side Quest: Dead Man's Hand
6. Bird Cage
7. Drawbridge Control Tower
8. Fragment: Harmony, Part 1
9. Fragment: Harmony, Part 2
10. Shadow Symbol: Harmony

✚ First Aid Kit

Available Routes

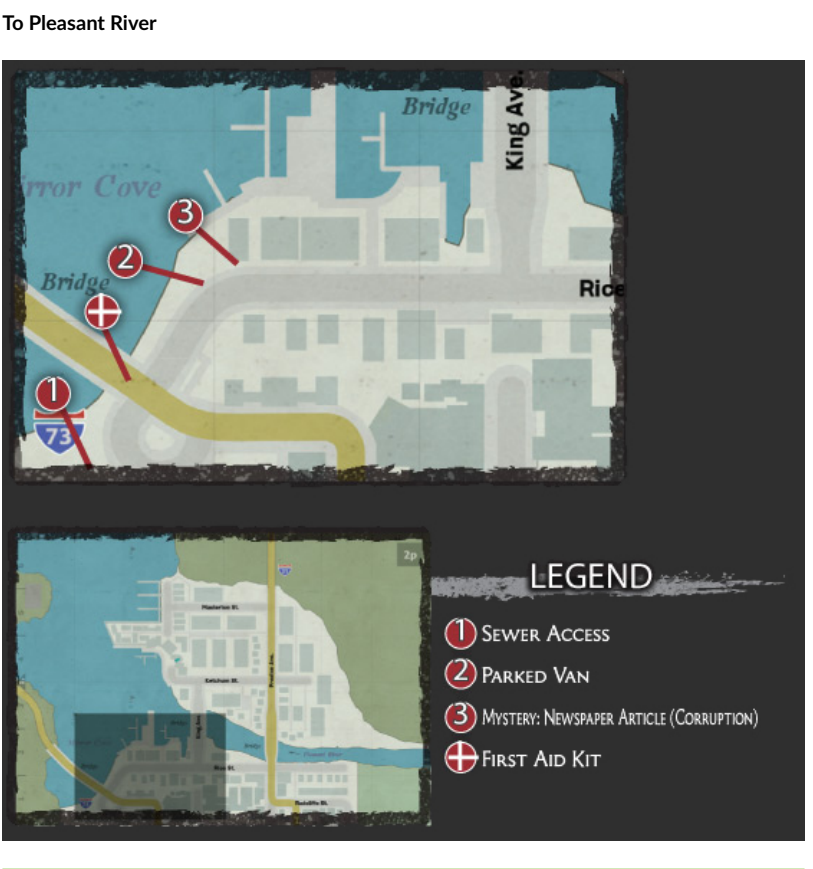


LEGEND

1. Two-Story House
2. Pleasant River Underground Entrance
3. House
4. Drawbridge Control Tower

■ Inaccessible

To Pleasant River



LEGEND

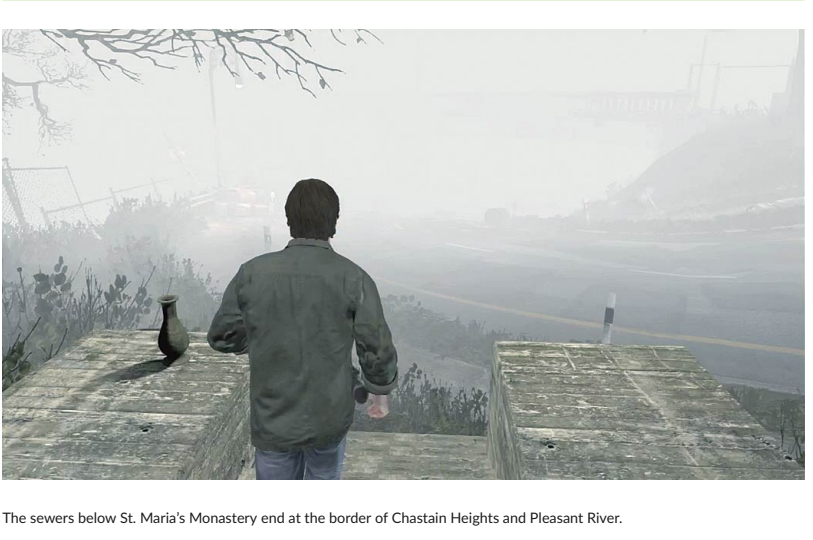
1. Sewer Access
2. Parked Van
3. Mystery: Newspaper Article (Corruption)

✚ First Aid Kit

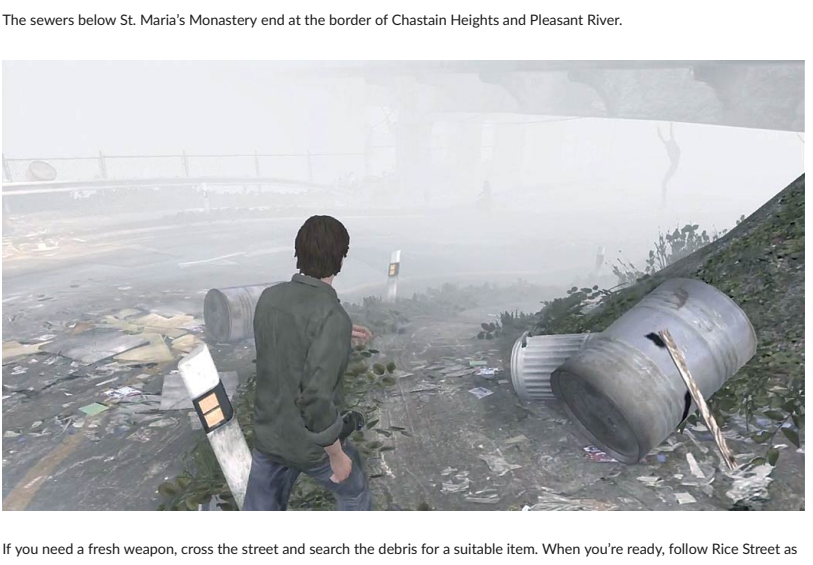
TIP

By the time you reach Pleasant River, Murphy's Journal should contain several active side quests. Many of these side quests can be completed soon after you collect the items located in this neighborhood.

Because some of these quests offer powerful rewards, consider returning to a side quest's starting location each time you collect a relevant item to finish the side quests as soon as possible.



The sewers below St. Maria's Monastery end at the border of Chastain Heights and Pleasant River.

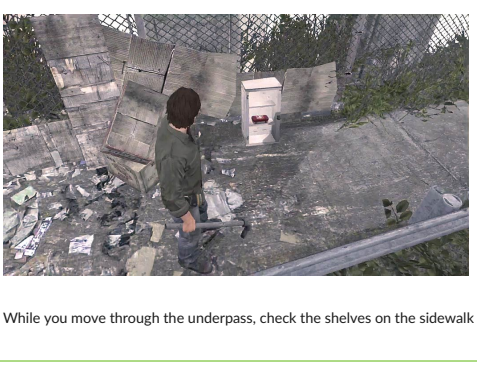


If you need a fresh weapon, cross the street and search the debris for a suitable item. When you're ready, follow Rice Street as it curves through the underpass at the edge of the neighborhood.

Although creatures can appear on the streets at any time, the underpass at the edge of Pleasant River can be particularly dangerous.

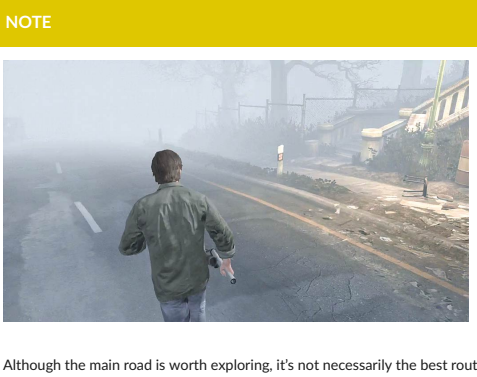
In addition to more common creatures, you'll often find Weeping Bats lurking in this area. If the Bogeyman encounter left you unarmed, finding a weapon should be your top priority.

TIP

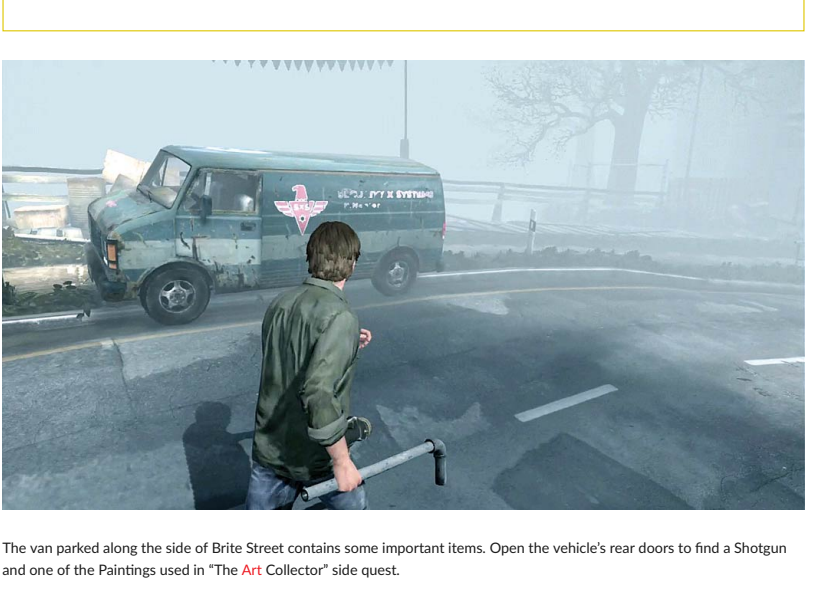


While you move through the underpass, check the shelves on the sidewalk for a First Aid Kit.

NOTE

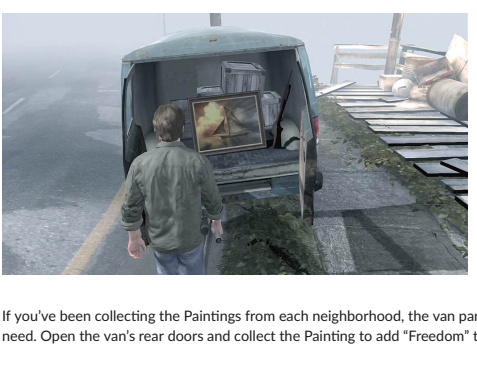


Although the main road is worth exploring, it's not necessarily the best route between Chastain Heights and Pleasant River. As active side quests lead you back to previously explored neighborhoods, consider using the stairs near the underpass.



The van parked along the side of Brite Street contains some important items. Open the vehicle's rear doors to find a Shotgun and one of the Paintings used in "The Art Collector" side quest.

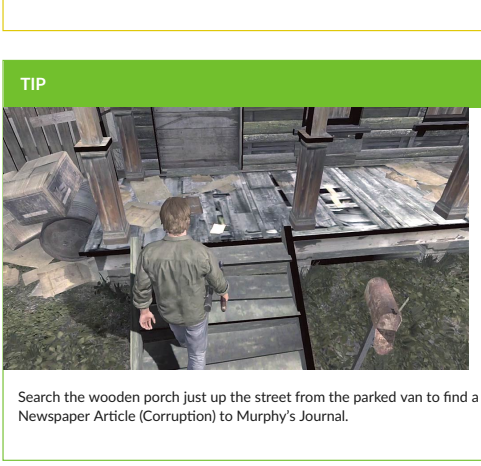
Painting: "Freedom"



If you've been collecting the Paintings from each neighborhood, the van parked in Pleasant River contains the last one you need. Open the van's rear doors and collect the Painting to add "Freedom" to your inventory.

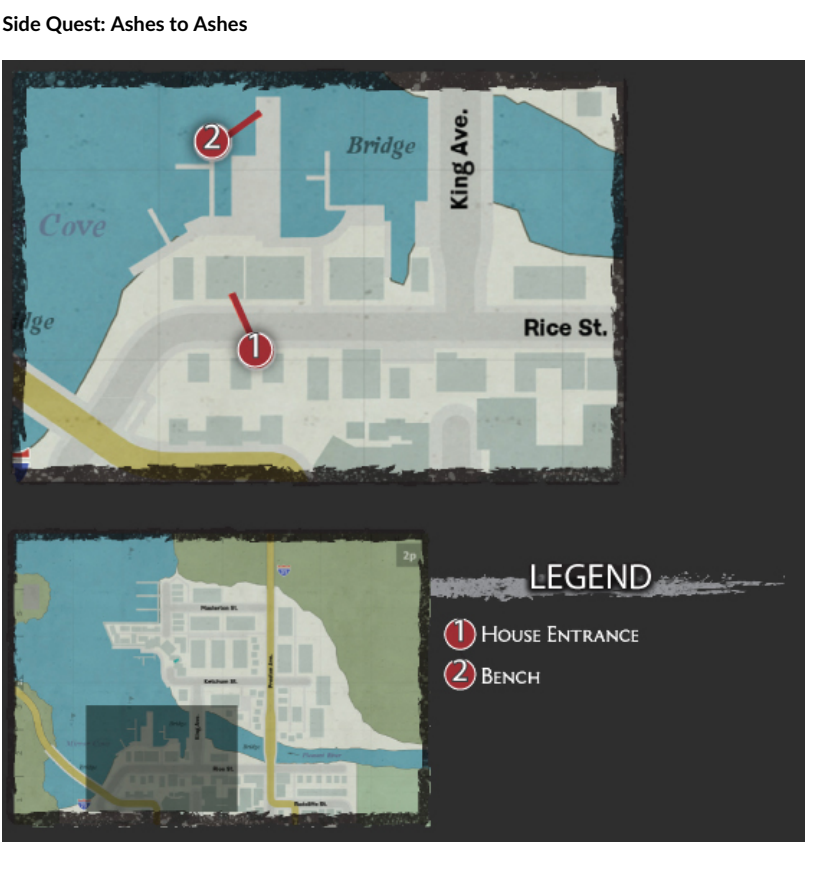
Once you've collected all of the Paintings, return to the art gallery in Pearl Creek to begin the next stage of "The Art Collector" side quest.

TIP



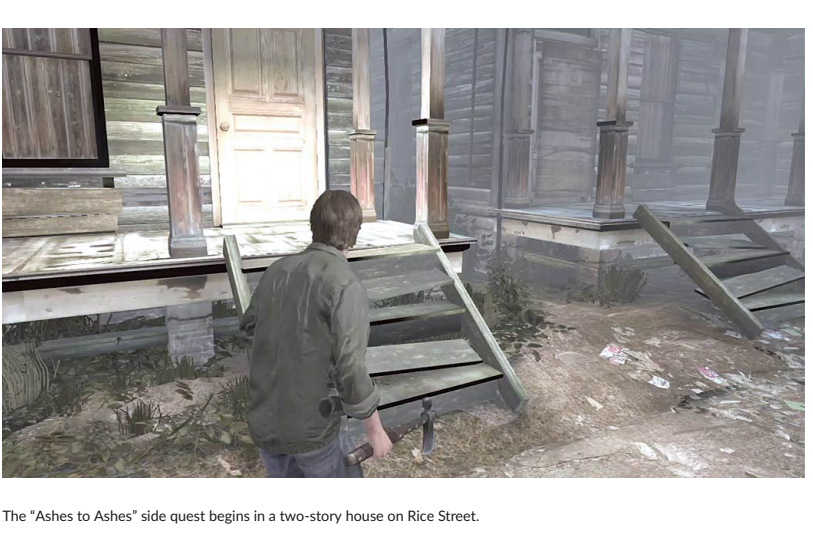
Search the wooden porch just up the street from the parked van to find a Mystery item. Collect the item to add the Newspaper Article (Corruption) to Murphy's Journal.

Side Quest: Ashes to Ashes

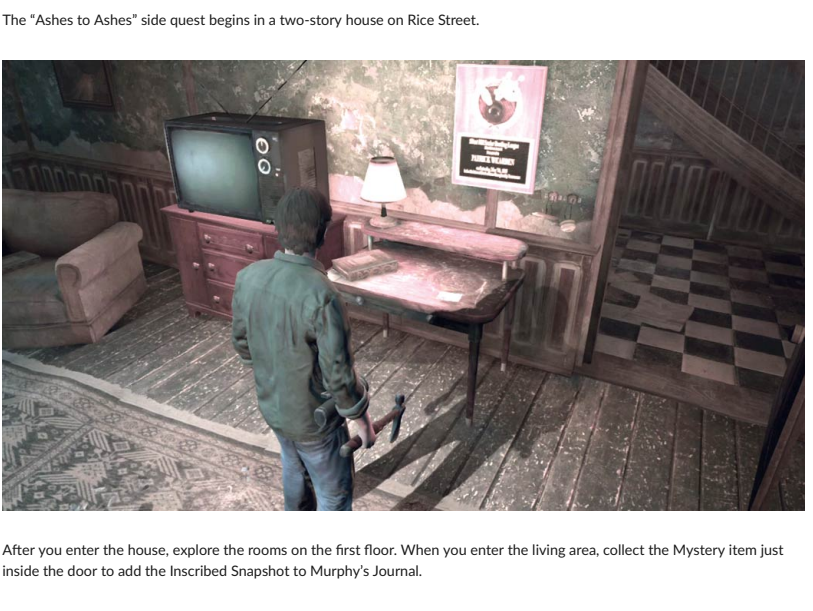


LEGEND

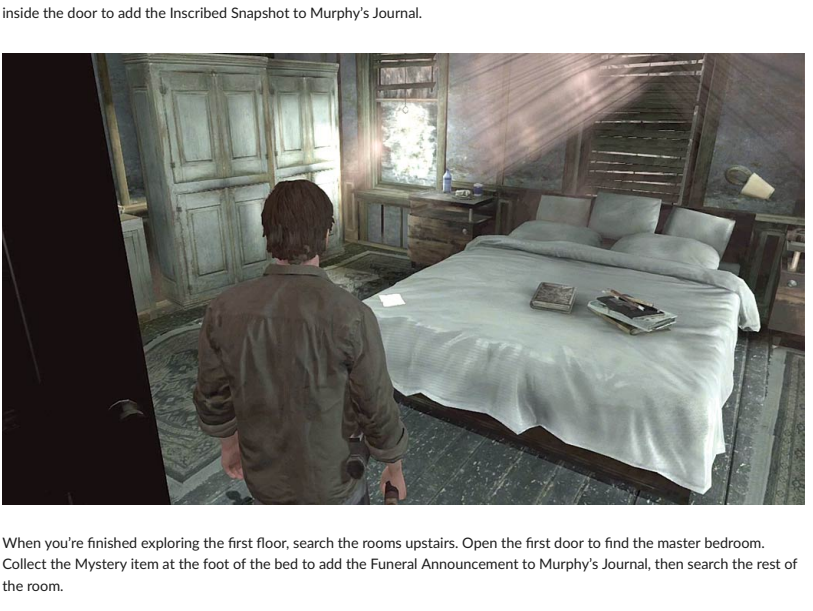
1. House Entrance
2. Bench



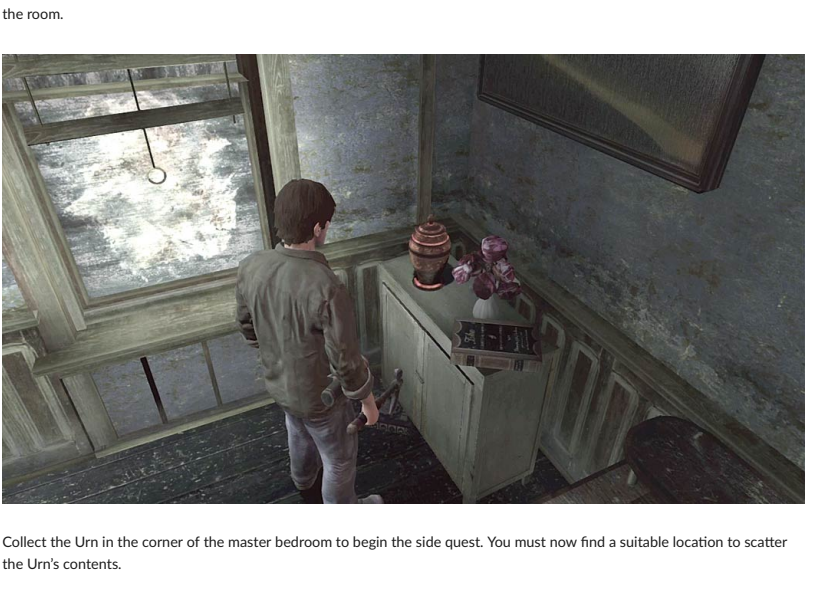
The "Ashes to Ashes" side quest begins in a two-story house on Rice Street.



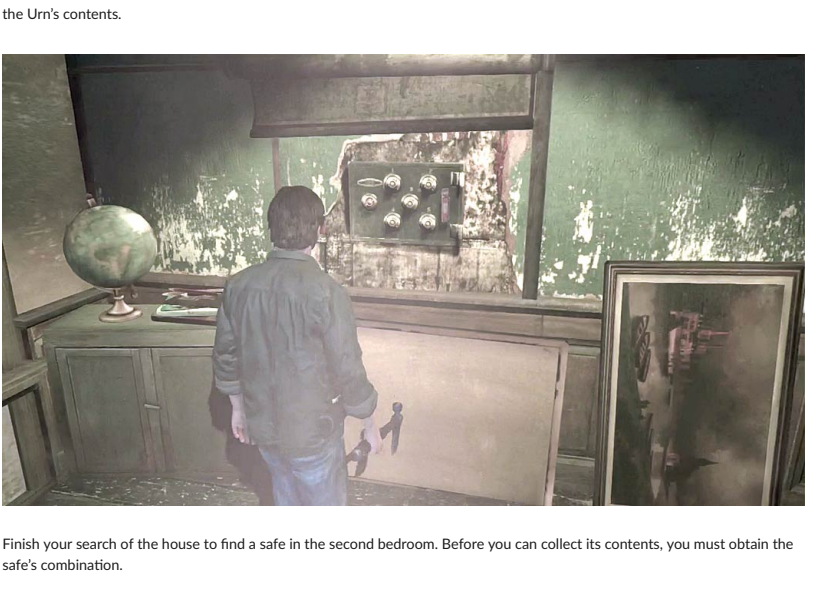
After you enter the house, explore the rooms on the first floor. When you enter the living area, collect the Mystery item just inside the door to add the Inscribed Snapshot to Murphy's Journal.



When you're finished exploring the first floor, search the rooms upstairs. Open the first door to find the master bedroom. Collect the Mystery item at the foot of the bed to add the Funeral Announcement to Murphy's Journal, then search the rest of the room.

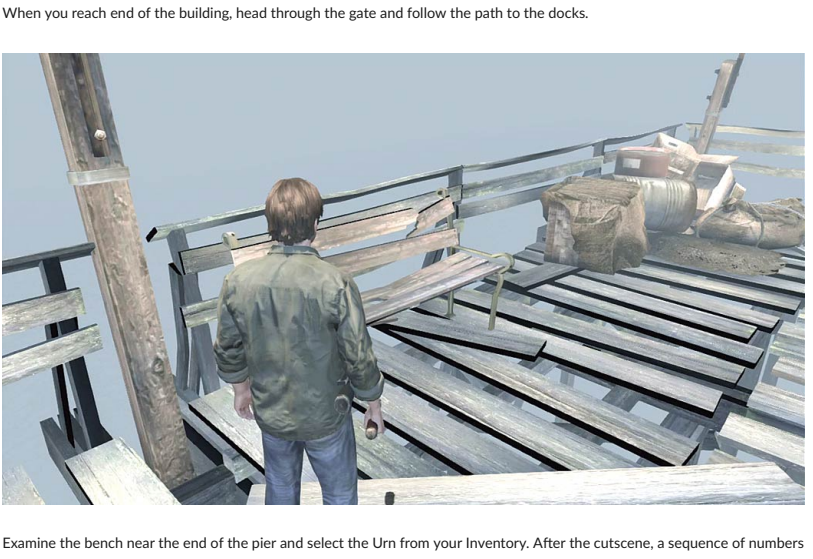


Collect the Urn in the corner of the master bedroom to begin the side quest. You must now find a suitable location to scatter the Urn's contents.



Finish your search of the house to find a safe in the second bedroom. Before you can collect its contents, you must obtain the safe's combination.

The Inscribed Snapshot from the living room shows the quest's next location. When you're ready, exit the house and turn left. When you reach end of the building, head through the gate and follow the path to the docks.



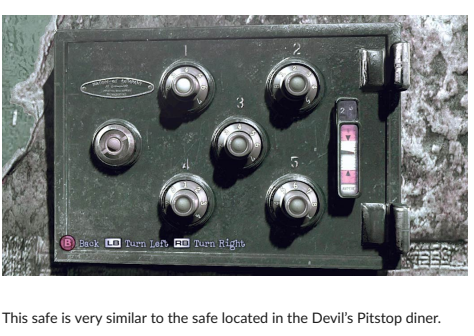
Examine the bench near the end of the pier and select the Urn from your Inventory. After the cutscene, a sequence of numbers appears on the bench.

The side quest is now complete, but your reward is back in the house. Return to the safe and use the numbers from the bench to open the safe's door.

TIP

Murphy's Journal doesn't record the numbers found on the bench, so you may wish to proceed directly to the safe. If you do, remember to explore the docks at a later time.

Puzzle Solution: Pleasant River Safe



This safe is very similar to the safe located in the Devil's Pitstop diner.

Each of the five dials is labeled with a number: Dial 1 must be positioned to reflect the first digit of the sequence, dial 2 the second, and so on. Once again, the safe's door contains trick dials that can skip digits or affect other dials.

While your chosen puzzle difficulty affects the behavior of the safe's dials, all difficulties share the same code (16814) and starting dial positions (42416).

Easy: The Easy puzzle difficulty contains two trick dials. Address each dial in order, but note the behavior of dial 2 and dial 4:

- Turn dial 1 right three clicks.
- Turn dial 2 left four clicks.
- Turn dial 3 left four clicks.
- Turn dial 4 left two clicks.
- Turn dial 5 right two clicks.

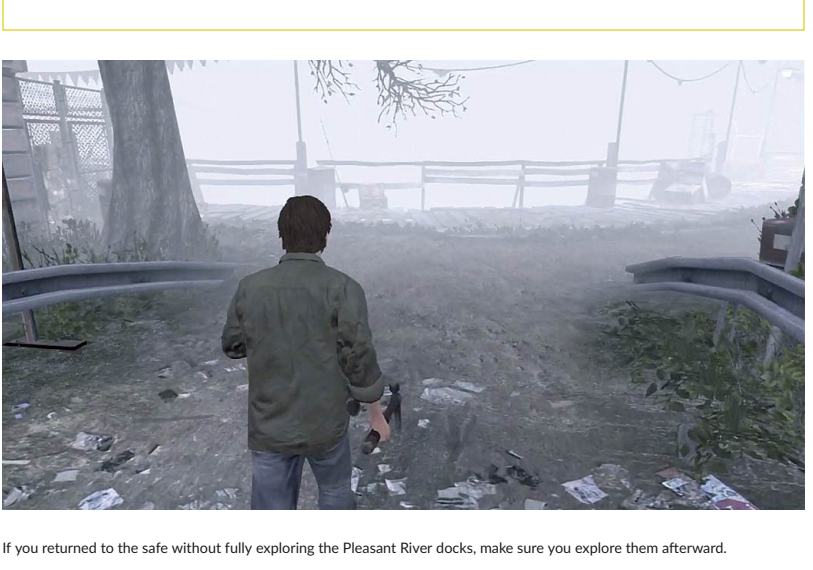
Normal: The Normal puzzle difficulty contains three trick dials. Address each dial in order, but note the behavior of dials 2, 3, and 4:

- Turn dial 1 right three clicks.
- Turn dial 2 left four clicks. This also spins dial 3 into position.
- Turn dial 4 left two clicks.
- Turn dial 5 right two clicks.

Hard: The Hard puzzle difficulty contains four trick dials. Because dials 2 and 5 both affect additional dials, it's best to deal with them first:

- Turn dial 2 left four clicks.
- Turn dial 5 right two clicks. This also spins dial 4 into position.
- Turn dial 3 right one click.
- Turn dial 1 right one click.

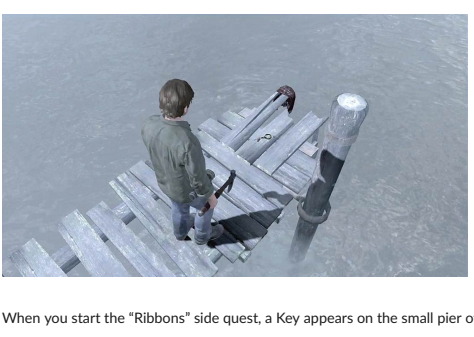
When all five dials are in position, the safe swings open to reveal Colt.



If you returned to the safe without fully exploring the Pleasant River docks, make sure you explore them afterward.

You'll find some important items around the smaller pier, east of the location shown in the Inscribed Snapshot Mystery item.

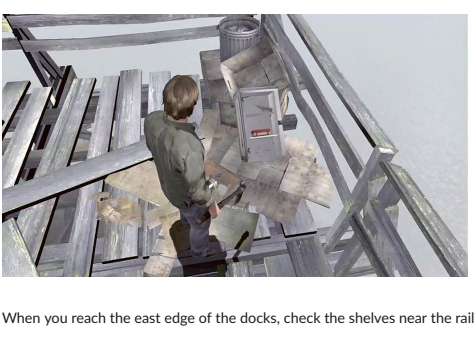
NOTE



When you start the "Ribbons" side quest, a Key appears on the small pier of the Pleasant River docks.

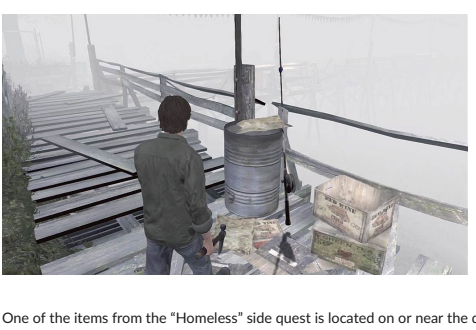
After you collect it, use it to open the locked apartment in Chastain Heights, north of the movie theater entrance.

TIP



When you reach the east edge of the docks, check the shelves near the railing for a First Aid Kit.

Homer Request: Fishing Rod



One of the items from the "Homeless" side quest is located on or near the docks. Your chosen puzzle difficulty determines the Fishing Rod's exact location:

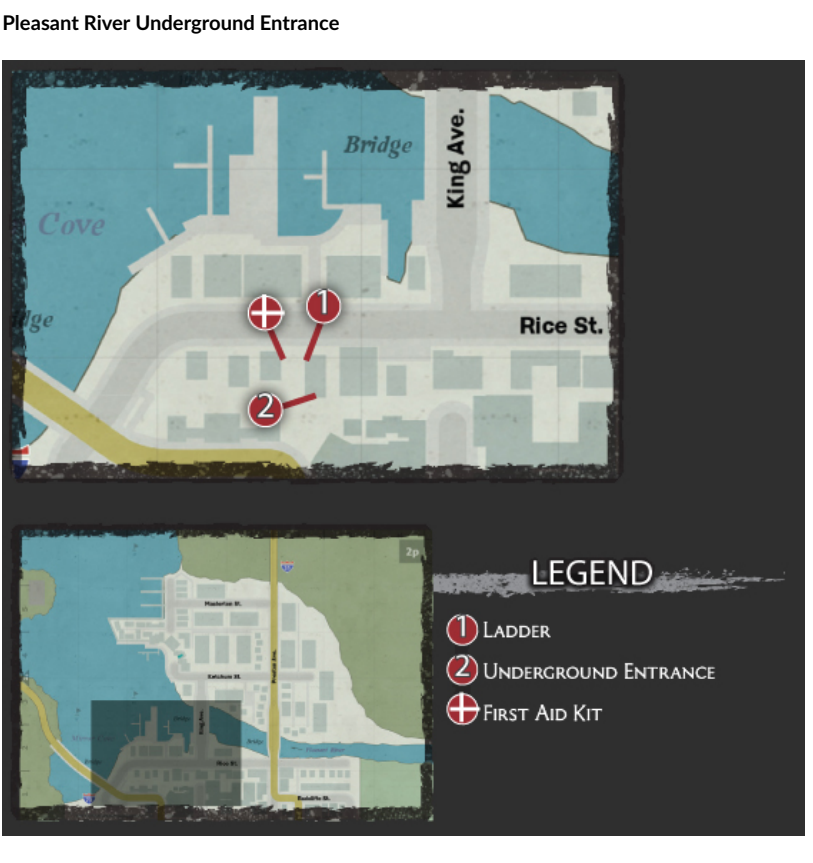
Easy: The Fishing Rod is located near the center of the docks.

Normal: The Fishing Rod is located in the spillway, just outside of the Pleasant River underground entrance.

Hard: The Fishing Rod is located on the boardwalk along the east edge of the docks.

Collect the Fishing Rod, then return to Homer and exchange it for access to the Pleasant River and Port District underground tunnels.

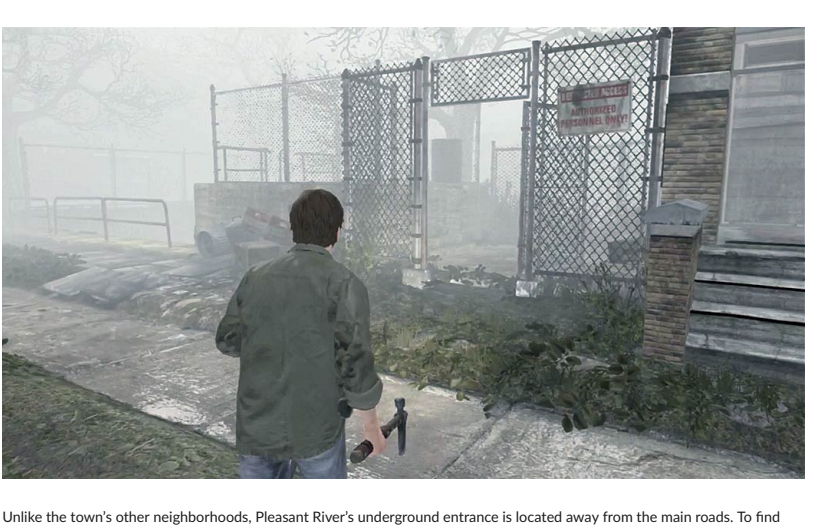
Pleasant River Underground Entrance



LEGEND

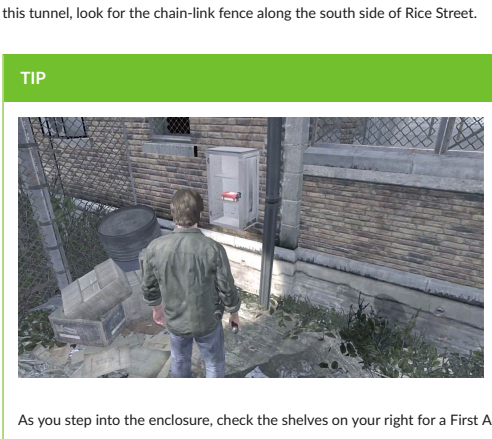
1. Ladder
2. Underground Entrance

✚ First Aid Kit

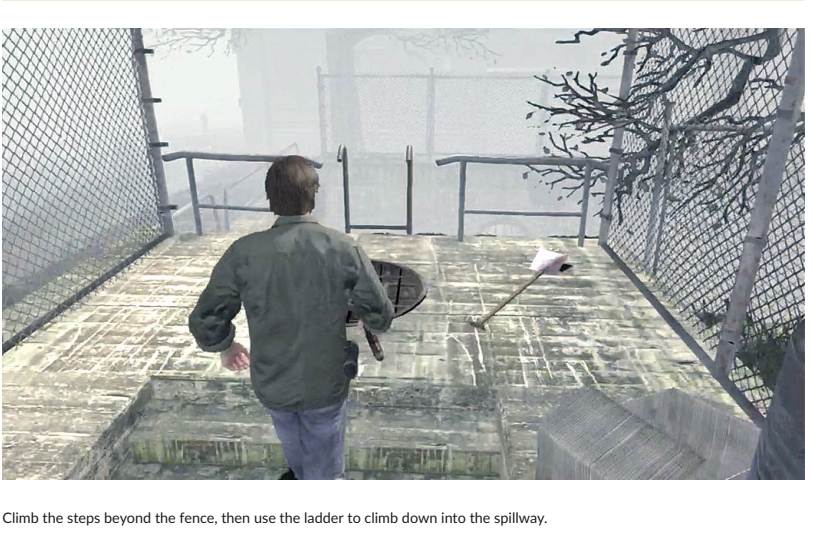


Unlike the town's other neighborhoods, Pleasant River's underground entrance is located away from the main roads. To find this tunnel, look for the chain-link fence along the south side of Rice Street.

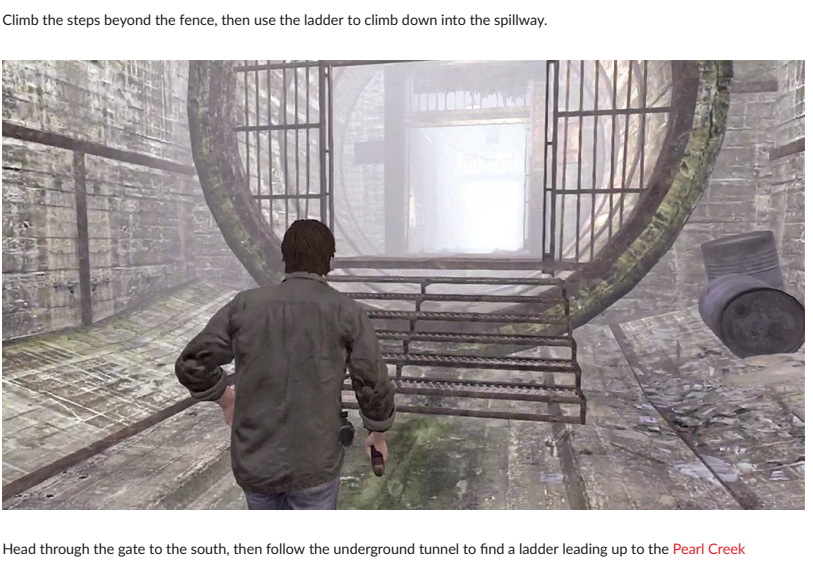
TIP



As you step into the enclosure, check the shelves on your right for a First Aid Kit.

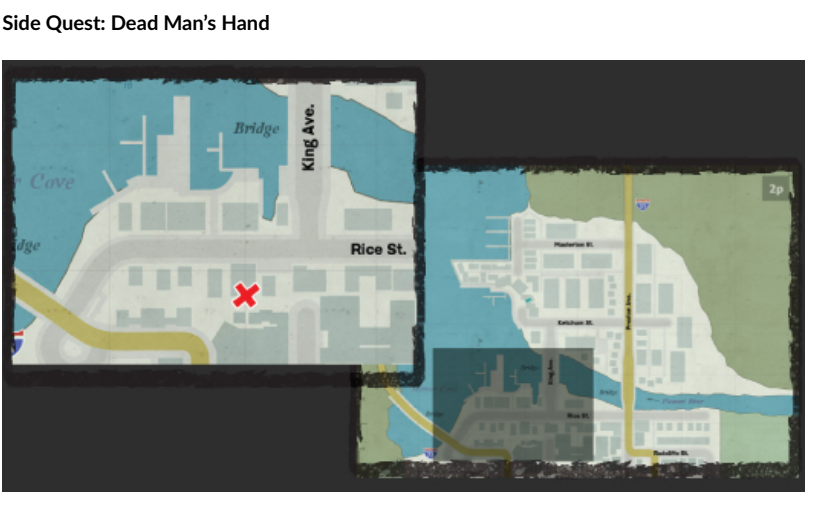


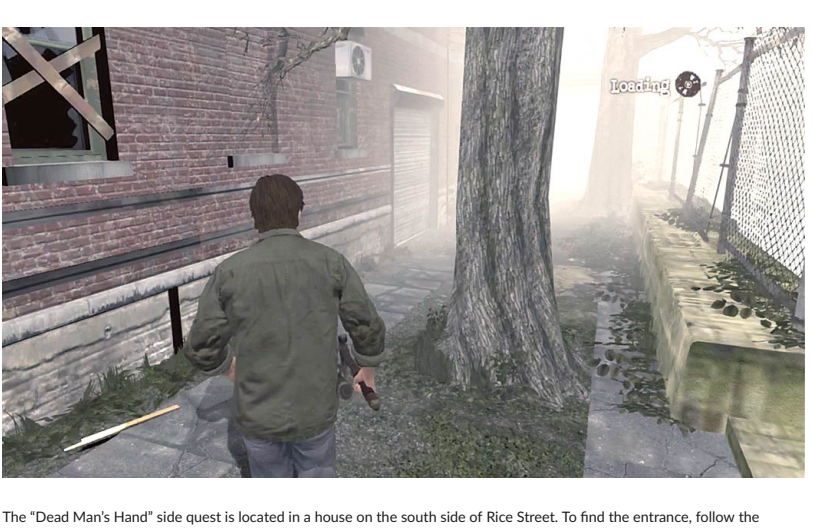
Climb the steps beyond the fence, then use the ladder to climb down into the spillway.



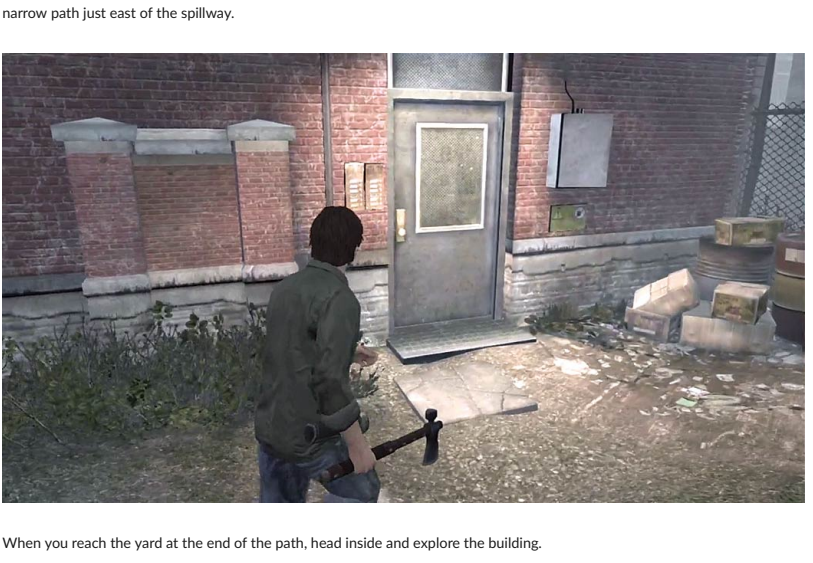
Head through the gate to the south, then follow the underground tunnel to find a ladder leading up to the Pearl Creek underground entrance.

Side Quest: Dead Man's Hand

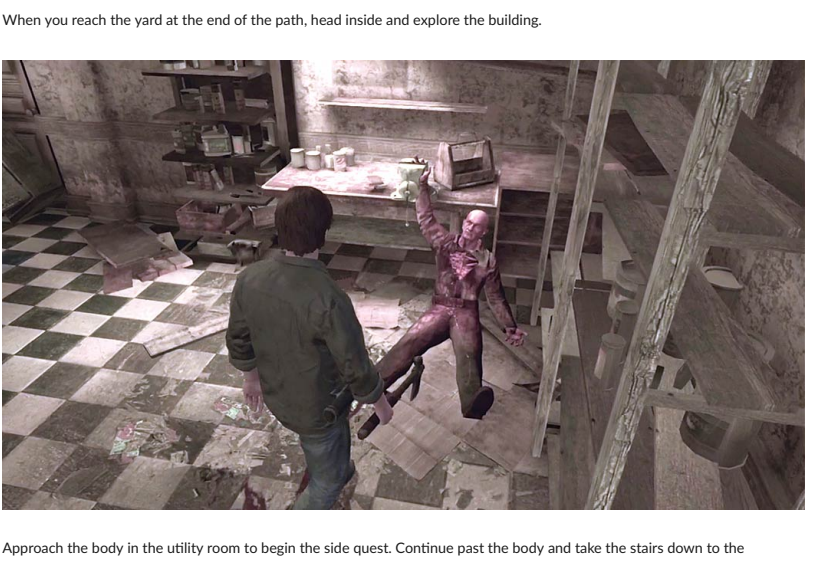




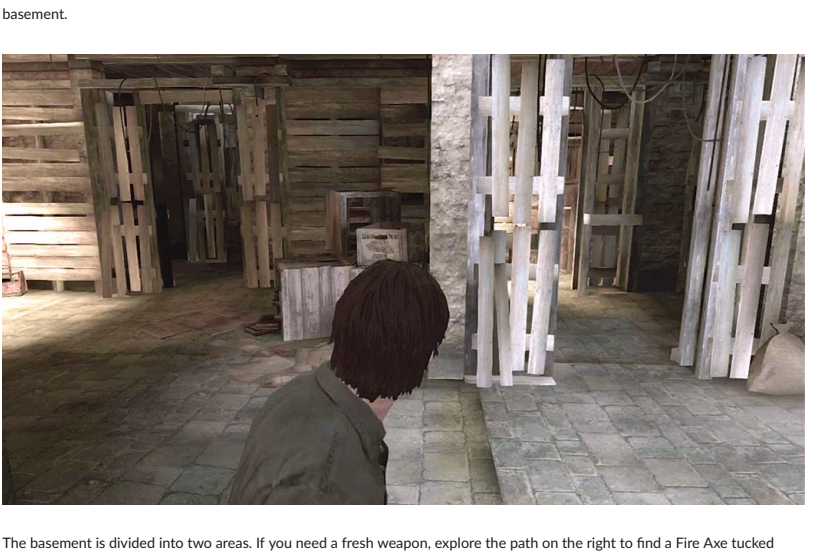
The "Dead Man's Hand" side quest is located in a house on the south side of Rice Street. To find the entrance, follow the narrow path just east of the spillway.



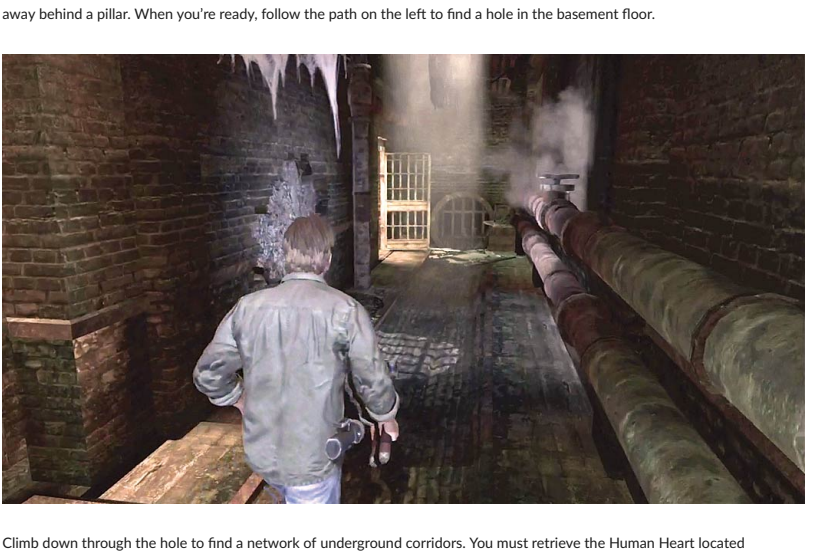
When you reach the yard at the end of the path, head inside and explore the building.



Approach the body in the utility room to begin the side quest. Continue past the body and take the stairs down to the basement.



The basement is divided into two areas. If you need a fresh weapon, explore the path on the right to find a Fire Axe tucked away behind a pillar. When you're ready, follow the path on the left to find a hole in the basement floor.

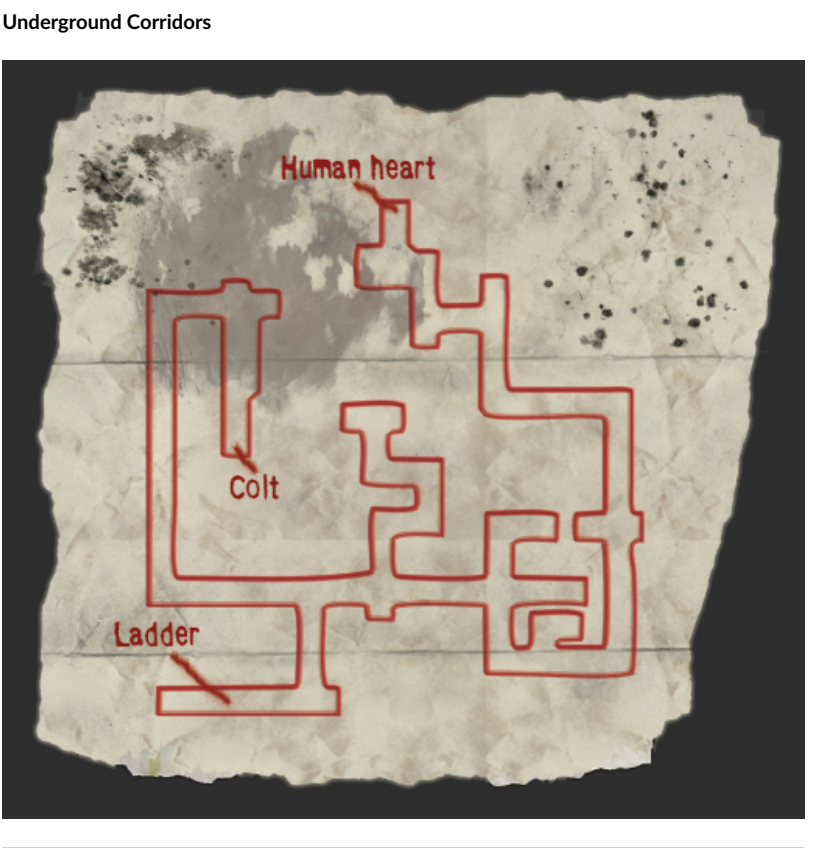


Climb down through the hole to find a network of underground corridors. You must retrieve the Human Heart located somewhere in the area, then return it to the body in the utility room.

NOTE

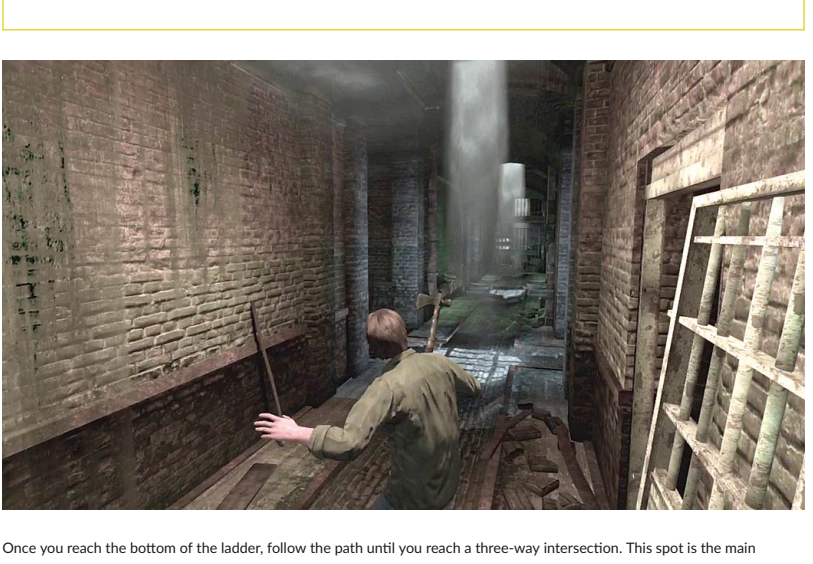
If you've selected the Easy puzzle difficulty, you can use your UV beam to follow the tracks to and from the Human Heart. Otherwise, it's best to explore each corridor until you learn the basic layout.

Underground Corridors



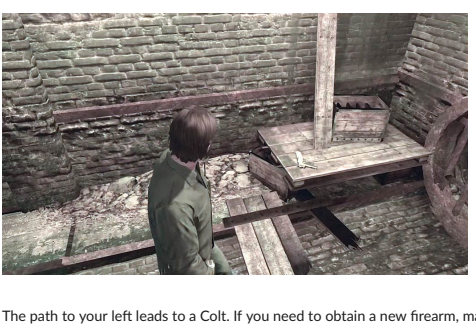
NOTE

The underground corridors don't appear on any of the maps in Murphy's Journal, but learning the basic layout can make it much easier to find your way through the area.



Once you reach the bottom of the ladder, follow the path until you reach a three-way intersection. This spot is the main junction for the entire area. The path on your right leads toward the Human Heart.

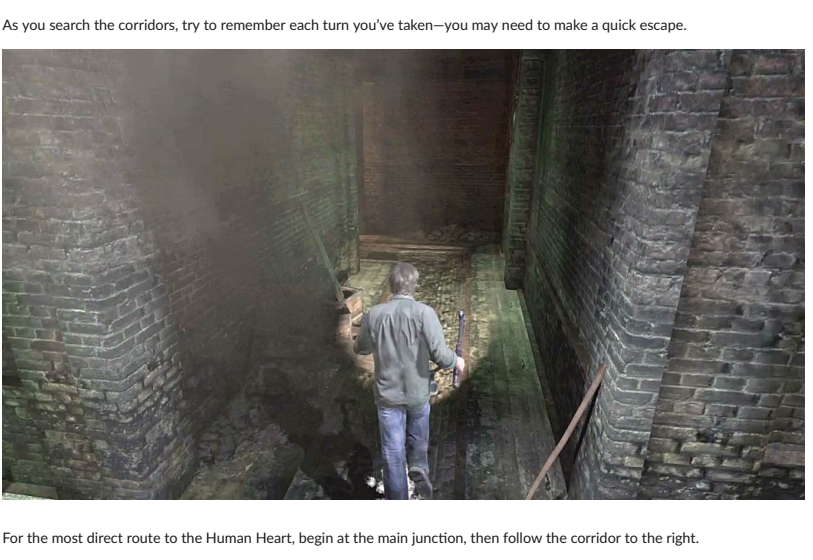
TIP



The path to your left leads to a Colt. If you need to obtain a new firearm, make sure you grab it before you collect the Human Heart.

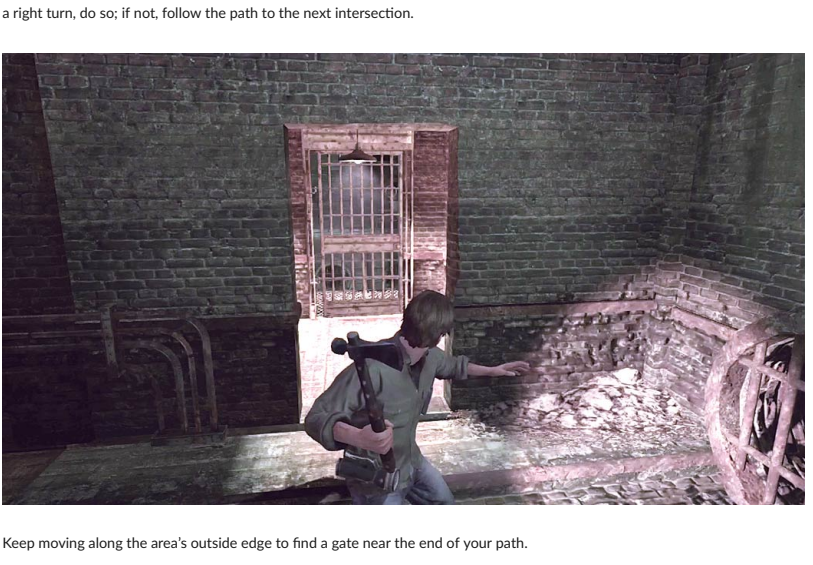
When you arrive in the area, there are two Screamers hidden in the corridors. After you collect the Human Heart, however, Screamers and Weeping Bats appear throughout the area.

As you search the corridors, try to remember each turn you've taken—you may need to make a quick escape.

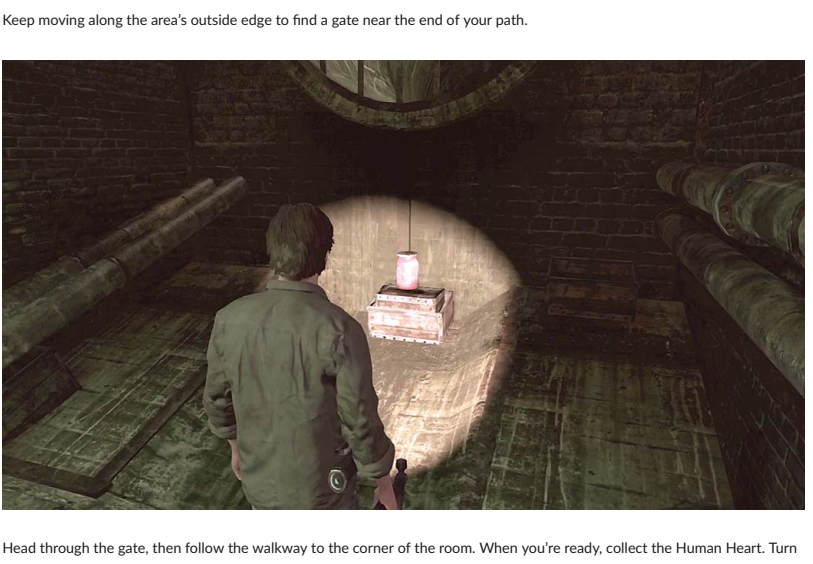


For the most direct route to the Human Heart, begin at the main junction, then follow the corridor to the right.

Each time you reach an intersection, take note of any objects or fixtures that might serve as landmarks. If it's possible to make a right turn, do so; if not, follow the path to the next intersection.



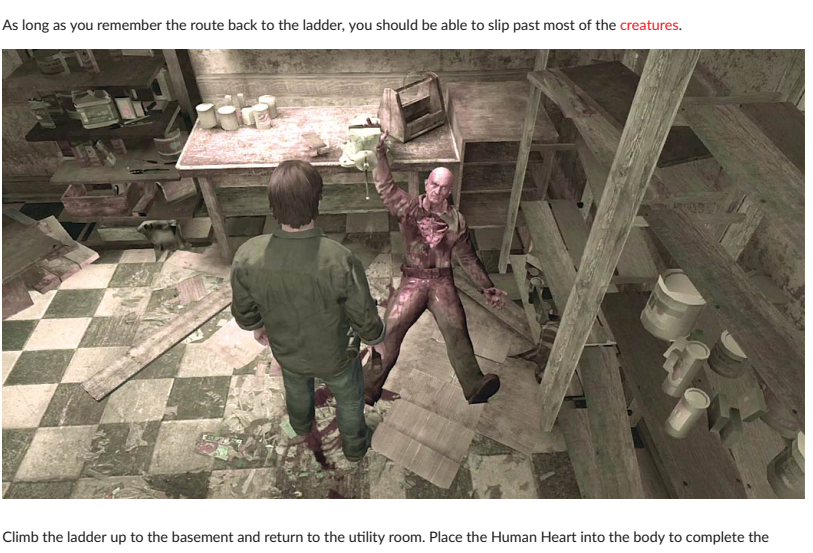
Keep moving along the area's outside edge to find a gate near the end of your path.



Head through the gate, then follow the walkway to the corner of the room. When you're ready, collect the Human Heart. Turn around and make your way back to the ladder.

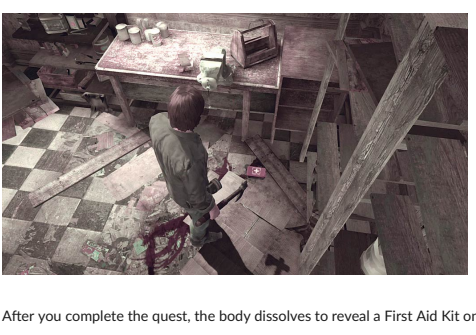
If you stop to engage every creature along the path, there's a good chance you'll find yourself surrounded. Unless you're eager for combat, try to keep moving.

As long as you remember the route back to the ladder, you should be able to slip past most of the creatures.



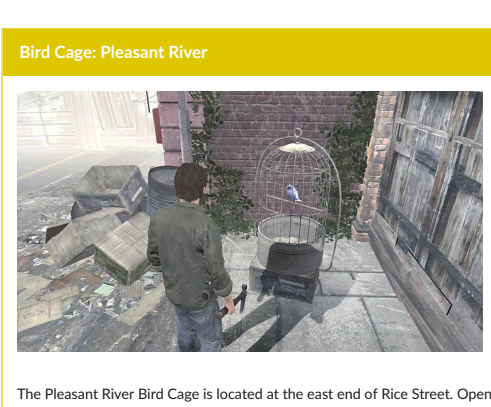
Climb the ladder up to the basement and return to the utility room. Place the Human Heart into the body to complete the "Dead Man's Hand" side quest.

TIP



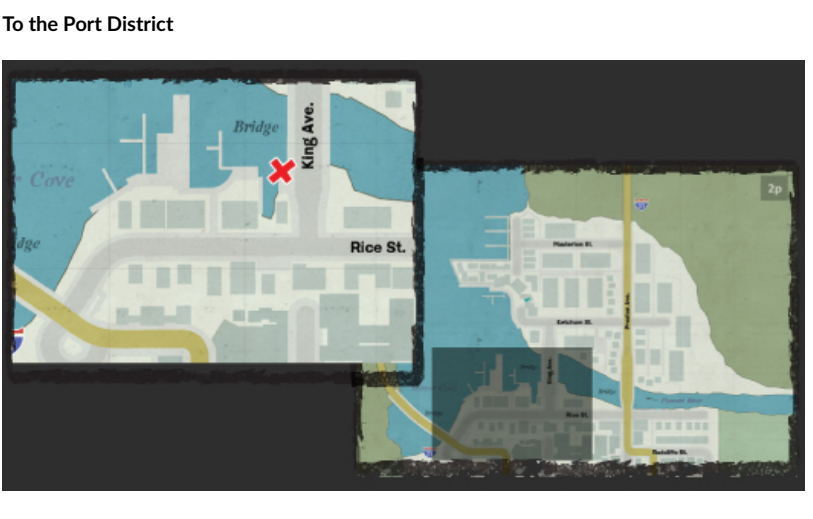
After you complete the quest, the body dissolves to reveal a First Aid Kit on the floor.

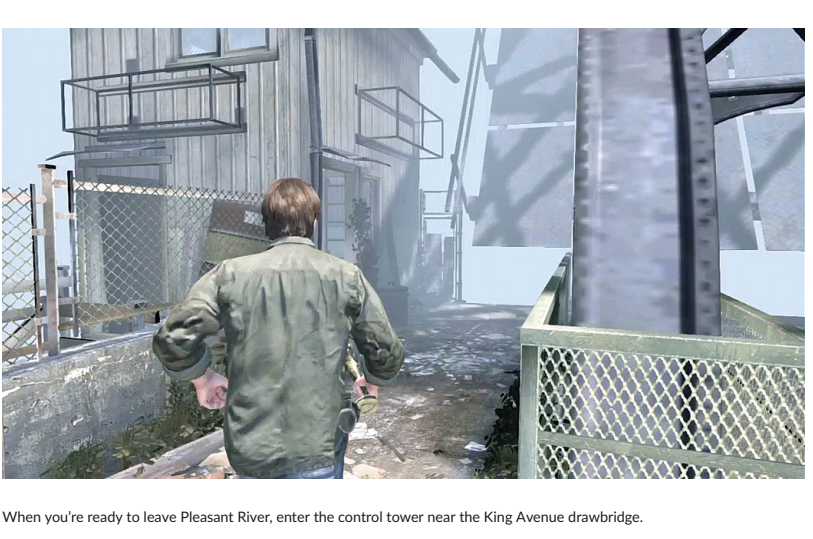
Bird Cage: Pleasant River



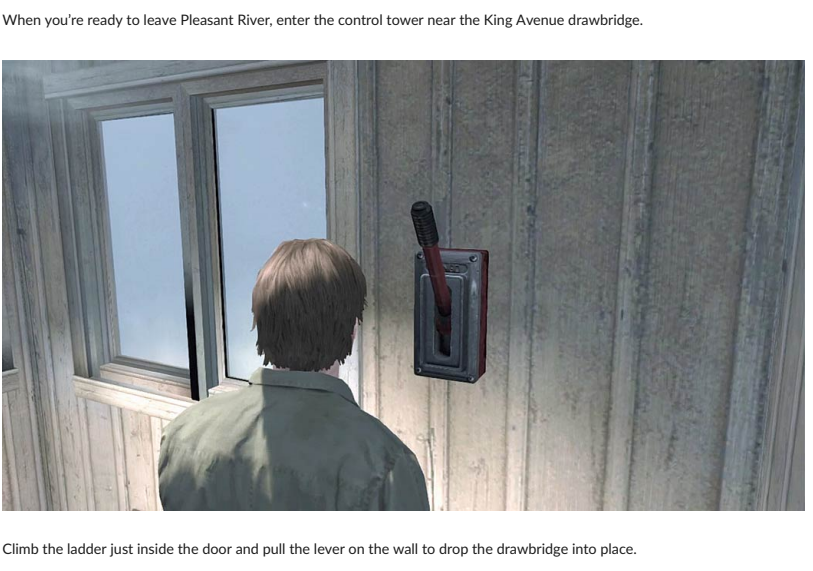
The Pleasant River Bird Cage is located at the east end of Rice Street. Open the cage to fulfil a requirement of the "Bird Cage" side quest.

To the Port District





When you're ready to leave Pleasant River, enter the control tower near the King Avenue drawbridge.

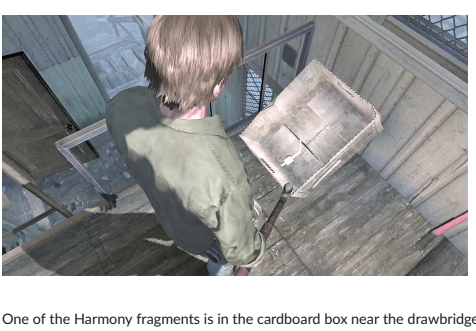


Climb the ladder just inside the door and pull the lever on the wall to drop the drawbridge into place.

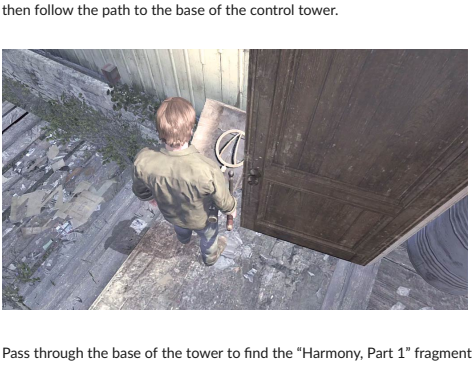
NOTE

The Harmony shadow symbol is located at the base of the control tower. If you haven't already completed the "Shadow Play" side quest, collect the Harmony Token before you leave Pleasant River.

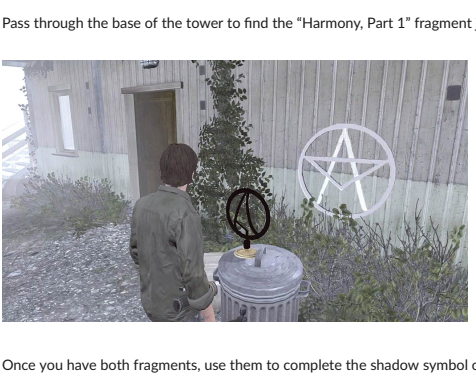
Shadow Symbol: Harmony



One of the Harmony fragments is in the cardboard box near the drawbridge lever. Collect the "Harmony, Part 2" fragment, then follow the path to the base of the control tower.



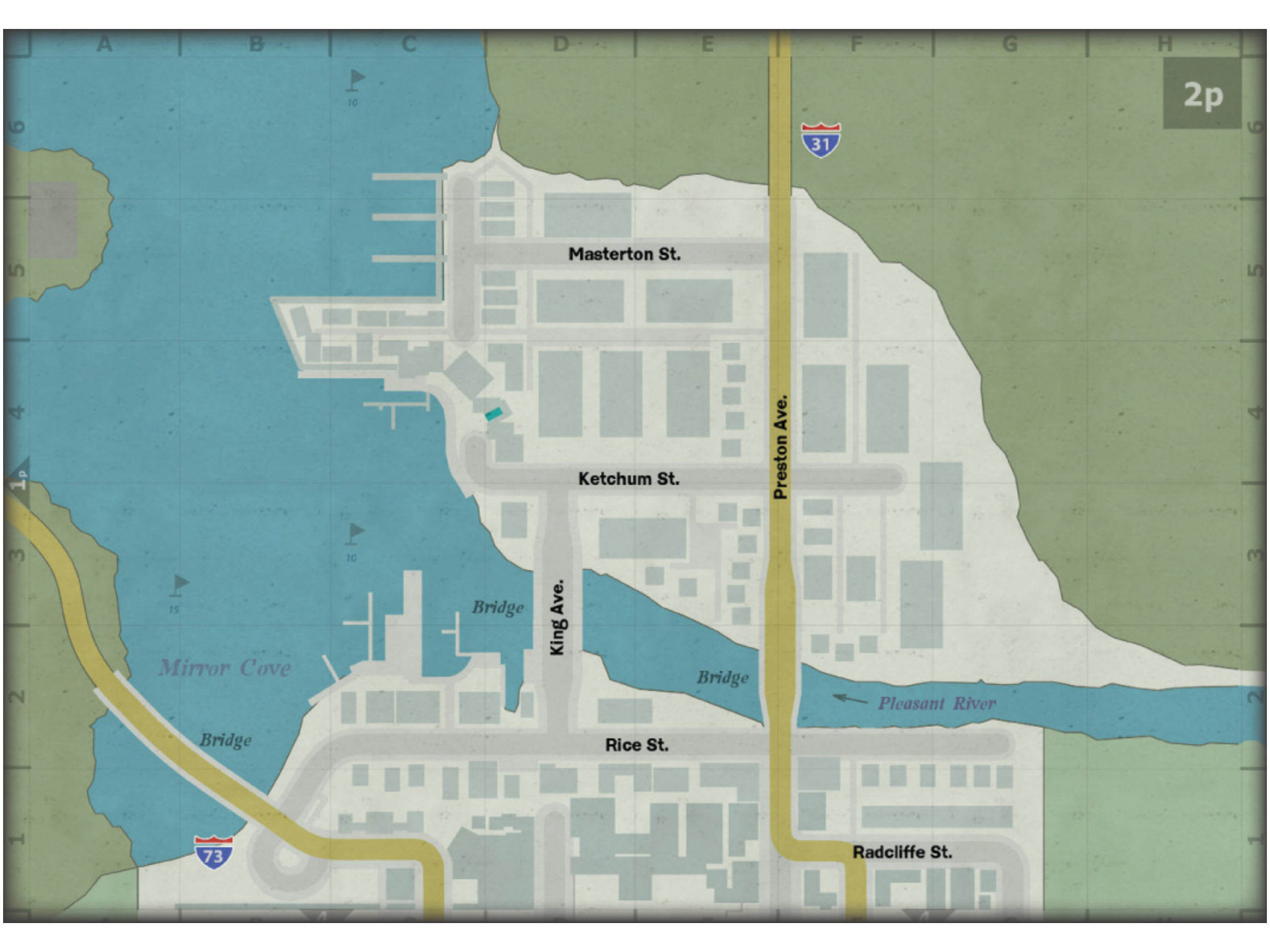
Pass through the base of the tower to find the "Harmony, Part 1" fragment just outside.

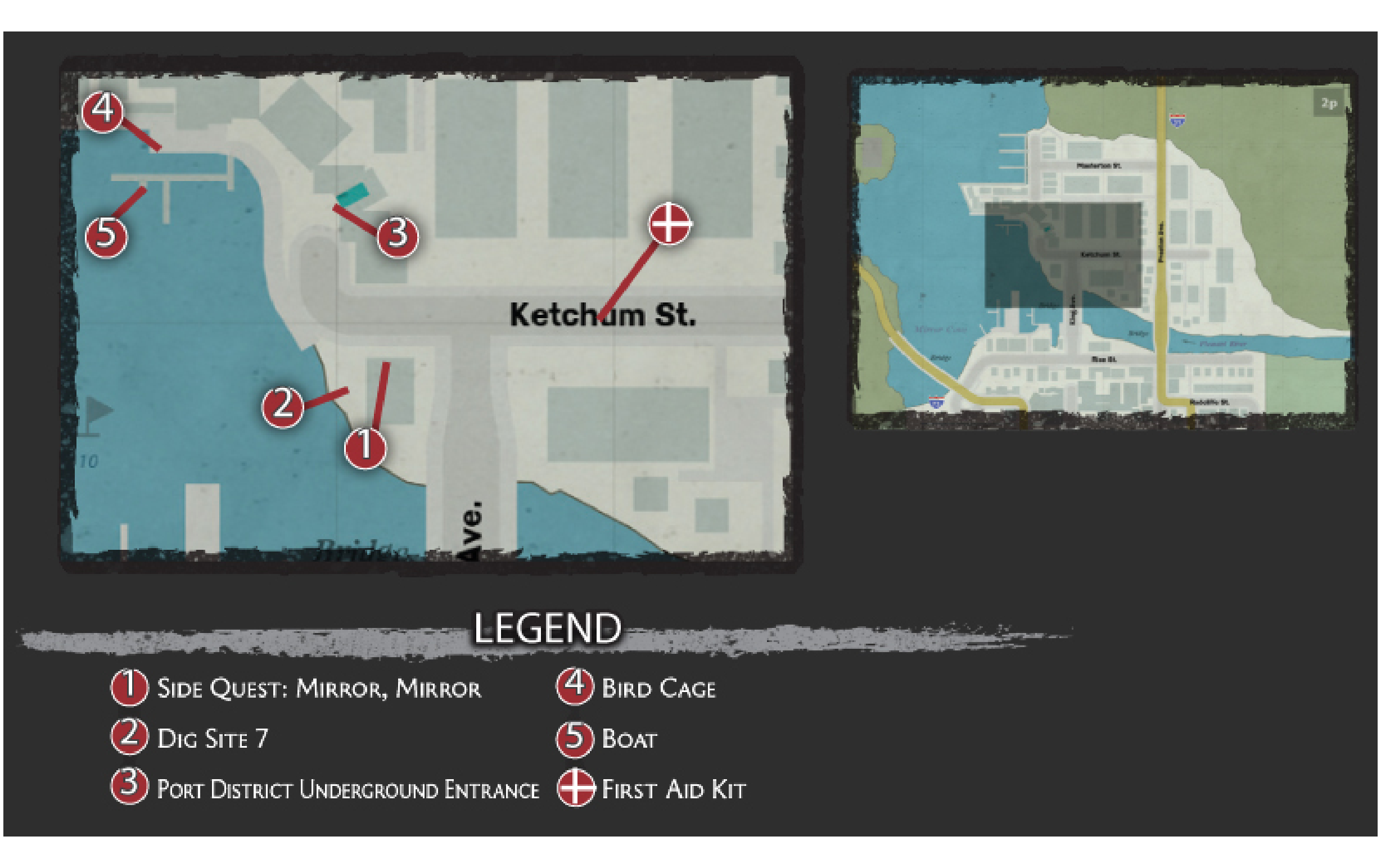


Once you have both fragments, use them to complete the shadow symbol on the base of the control tower. Once you have the Harmony Token, return to the loft in Chastain Heights and complete the "Shadow Play" side quest.

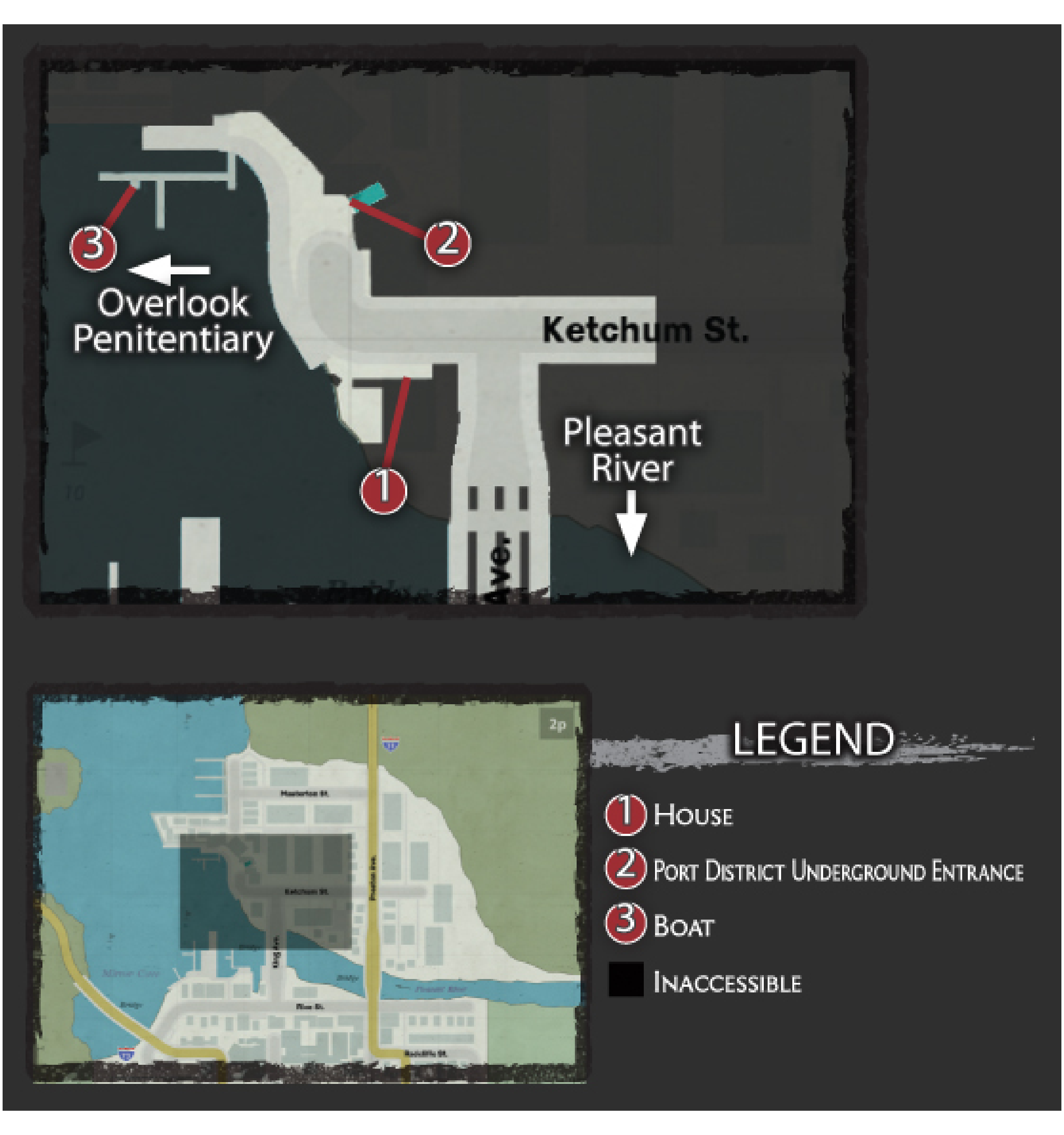
Campaign

Port District


A
B
C
D
E
F
G
H
2p
1p
31
73
Masterton St.
Ketchum St.
Preston Ave.
King Ave.
Bridge
Bridge
Bridge
Mirror Cove
Pleasant River
Rice St.
Radcliffe St.


Ketchum St.
LEGEND
① Side Quest: Mirror, Mirror
② Dig Site 7
③ Port District Underground Entrance
④ Bird Cage
⑤ Boat
First Aid Kit

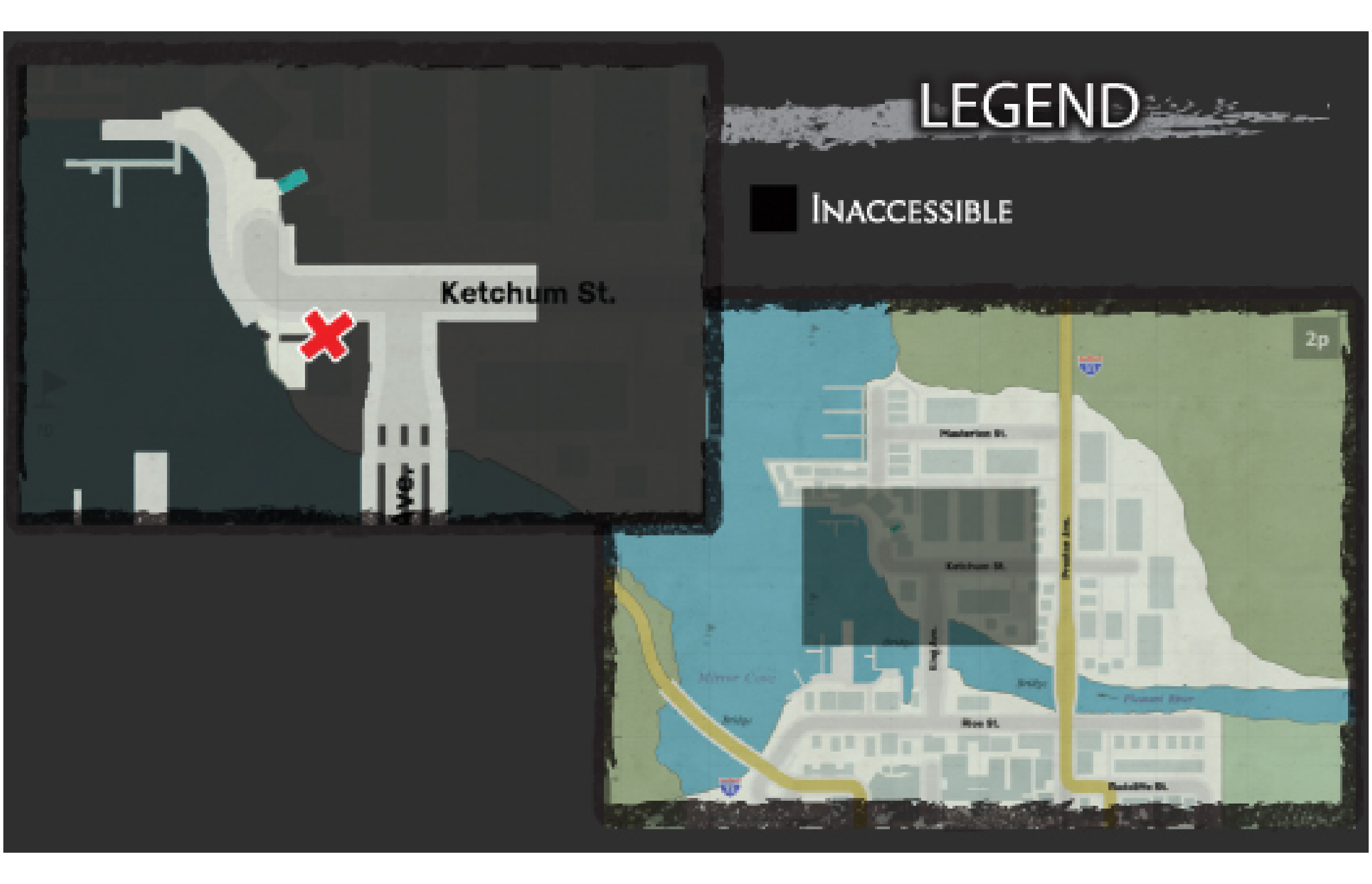
Available Routes


③ Overlook Penitentiary
②
①
Ketchum St.
Pleasant River
LEGEND
① House
② Port District Underground Entrance
③ Boat
Inaccessible

NOTE

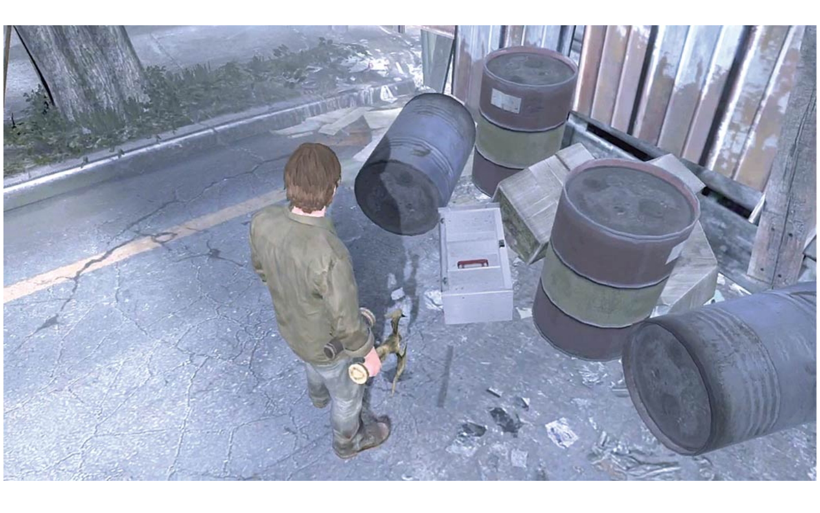
Once you activate the boat, you automatically leave the town.

Side Quest: Mirror, Mirror


LEGEND
Inaccessible
Ketchum St.

"Mirror, Mirror" is the only side quest based in the Port District neighborhood. When you reach the end of the drawbridge, look for an entrance in the building to your left.

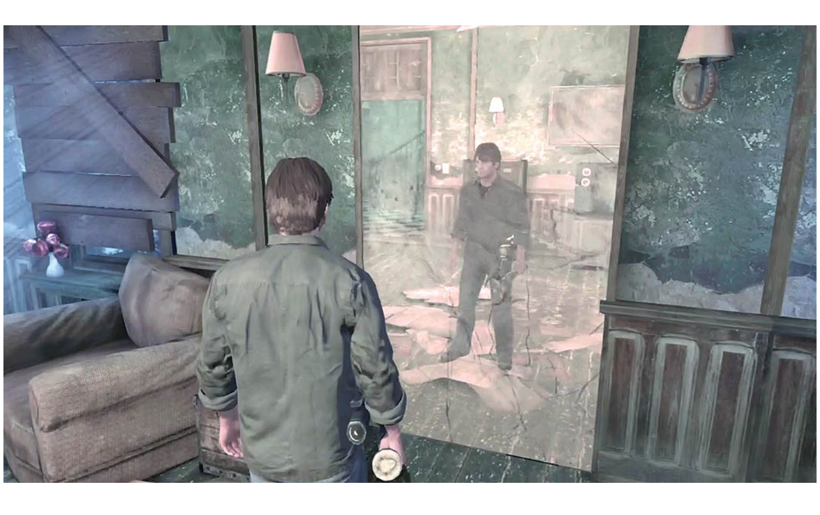
TIP



When you first enter the Port District, search around the barrier at the east edge of Ketchum Street. Check the shelves near the barrels for a First Aid Kit.

After you enter the house, explore the rooms on the first floor. Approach the mirror in the living area to begin the side quest. You must now adjust the items in the room to match the reflection in the mirror.

Puzzle Solution: Mirror



The room contains five interactive objects: a portrait, a dresser, a television, a lamp, and a candle. When the quest starts, one of these objects does not match its reflection in the mirror. Once you activate the relevant object, the reflection changes and all of the room resets.

The mirror cycles through five reflections. During each step of the quest, you must activate the appropriate object:

1. Turn on the lamp.

2. Open the dresser drawer.

3. Turn on the television.

4. Rotate the portrait.

5. Light the candle.

If you perform all five steps correctly, the mirror shatters to reveal a variety of hidden items.

Try to complete the quest as quickly as possible. If you don't break the mirror within a few minutes, an unseen creature arrives in the room. If this happens, use the mirror's reflection to locate the otherwise invisible enemy.

TIP

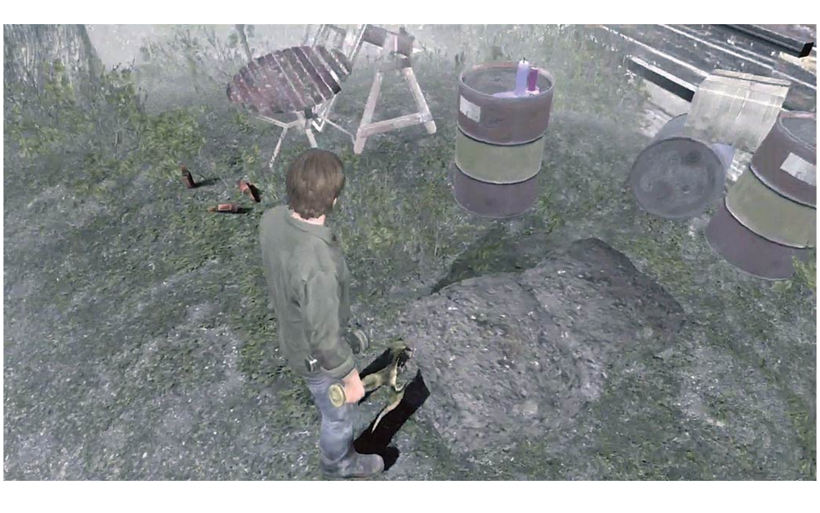
The space behind the mirror contains two First Aid Kits and two boxes of Pistol Bullets.

TIP

After the mirror breaks, look for the Mystery item in the center of the room. Collect the item to add the Suicide Note to Murphy's Journal.

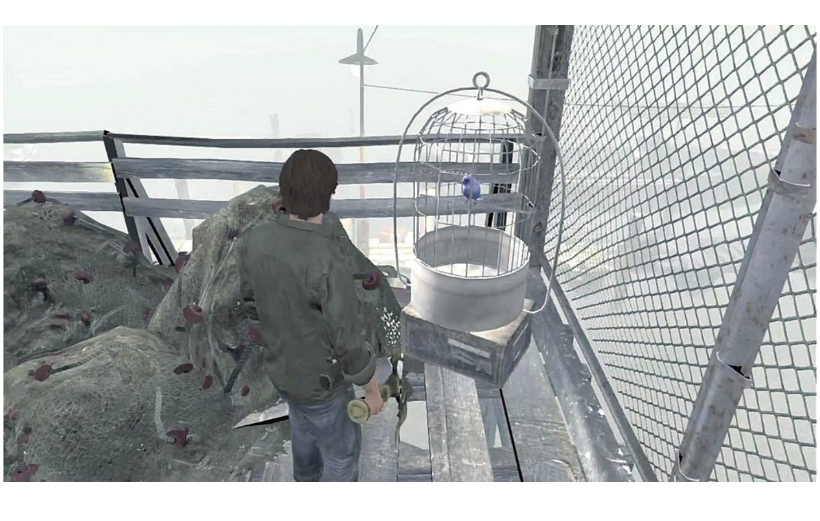
Once you've completed the "Mirror, Mirror" side quest, search the rest of the Port District for other items of interest.

Dig Site 7



The town's last dig site is located in the small yard west of the "Mirror, Mirror" side quest location. Once you've completed the game, return to this spot and use a Shovel to recover a buried Silent Hill Artifact.

Bird Cage



The Port District Bird Cage is located at the far edge of the docks. Open the cage to fulfil a requirement of the "Bird Cage" side quest.

This is the last of the Bird Cages spread throughout the town. If you've already opened the cages in previously explored neighborhoods, the "Bird Cage" side quest is now complete.

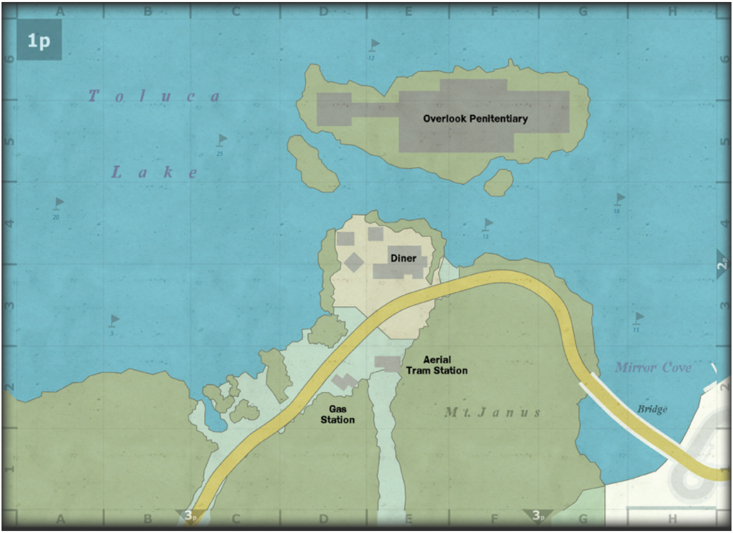
When you're ready to leave the town, find the boat docked at the Port District pier. Use the Boat Key from your Inventory to trigger a cutscene.

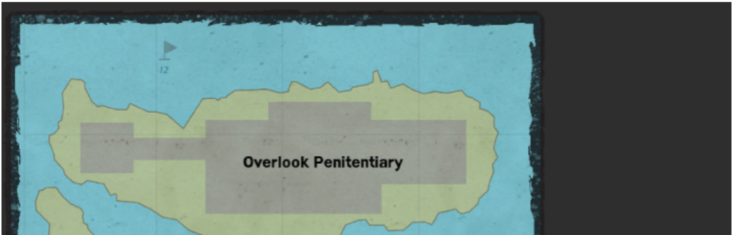
Caution

Before you start the boat, complete your active side quests, collect Mystery items, and take care of any other unfinished business you might have in the town. Once you leave, you won't be able to return to this area.

Campaign

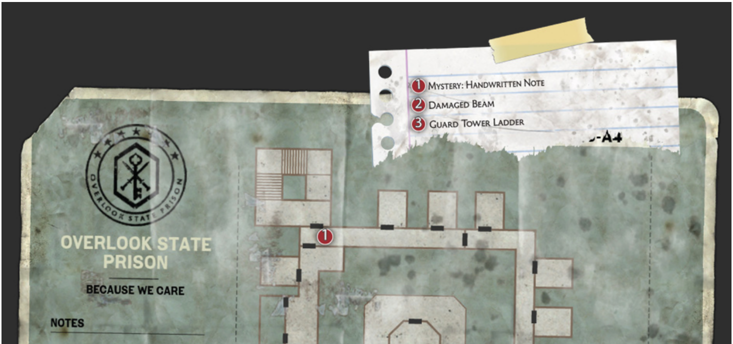
Overlook Penitentiary

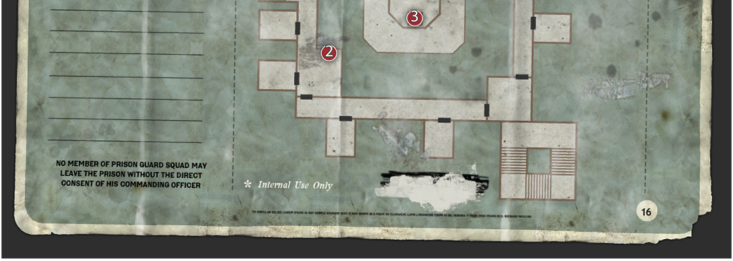

1p
A
B
C
D
E
F
G
H
1
2
3
4
5
6
Toluca
Lake
12
25
20
5
15
18
15
Overlook Penitentiary
Diner
Aerial
Tram Station
Gas
Station
Mt. Janus
Mirror Cove
Bridge
2p
3p
3p


12
Overlook Penitentiary

1p
Toluca Lake
Overlook Penitentiary
Diner
Aerial Tram Station
Gas Station
Mt Jones
Mirror Cove
Bridge

Cells - A4

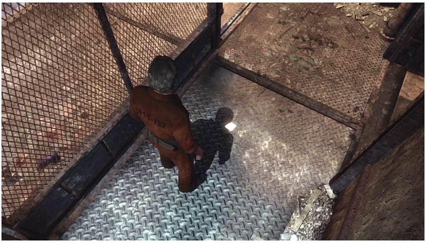

① Mystery: Handwritten Note
② Damaged Beam
③ Guard Tower Ladder
-A4
OVERLOOK STATE PRISON
OVERLOOK STATE PRISON
BECAUSE WE CARE
NOTES
①


3
2
NO MEMBER OF PRISON GUARD SQUAD MAY LEAVE THE PRISON WITHOUT THE DIRECT CONSENT OF HIS COMMANDING OFFICER
* Internal Use Only
16

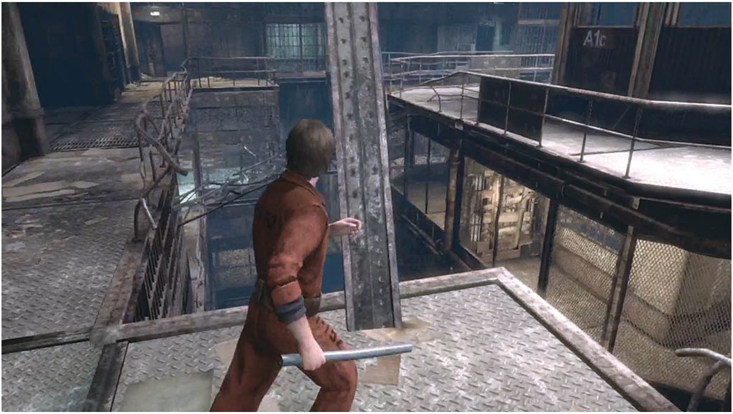
Saving
OP11-752

Overlook Penitentiary contains several difficult encounters. With your Inventory stripped of all items, you must take care to ration any First Aid Kits and ammunition you manage to collect.

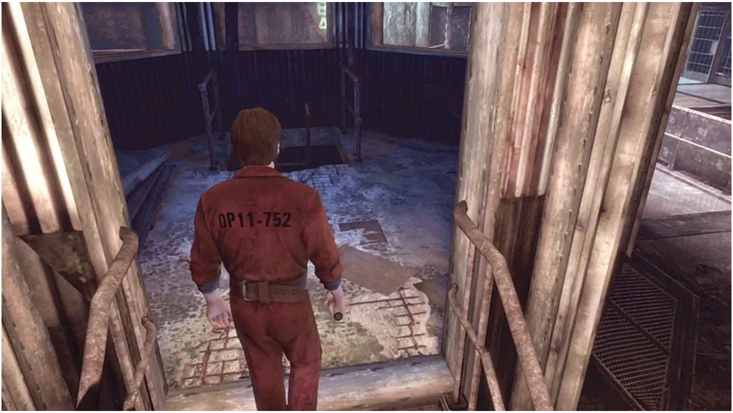
TIP



As you approach the stairwell in the building's northwest corner, a Mystery item drifts onto the walkway. Wait for it to land, then collect it to add the Handwritten Note to Murphy's Journal.



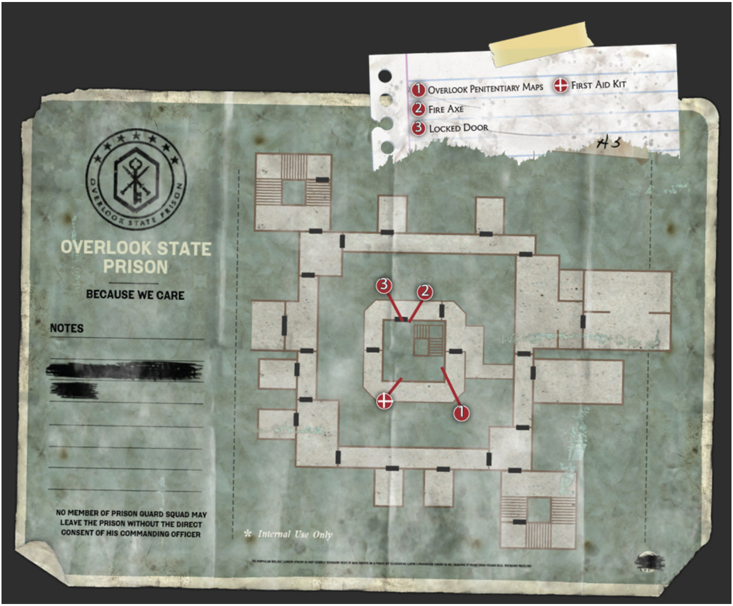
Continue past the stairwell and follow the walkway to find a damaged support beam at the end of the railing. Examine the beam, then follow the on-screen prompts to push it over. After it falls, step onto the beam and cross to the guard tower.



Head through the entrance at the top of the guard tower, then climb down the ladder to search the tower's lower levels.

Guard Tower

Level A3


① Overlook Penitentiary Maps
② Fire Axe
③ Locked Door
First Aid Kit
H3
OVERLOOK STATE PRISON
OVERLOOK STATE PRISON
BECAUSE WE CARE
NOTES
[redacted]
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3
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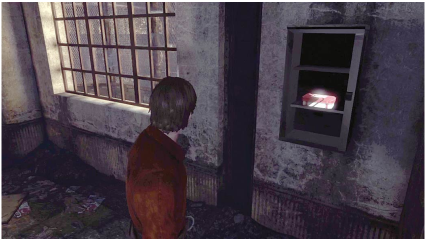
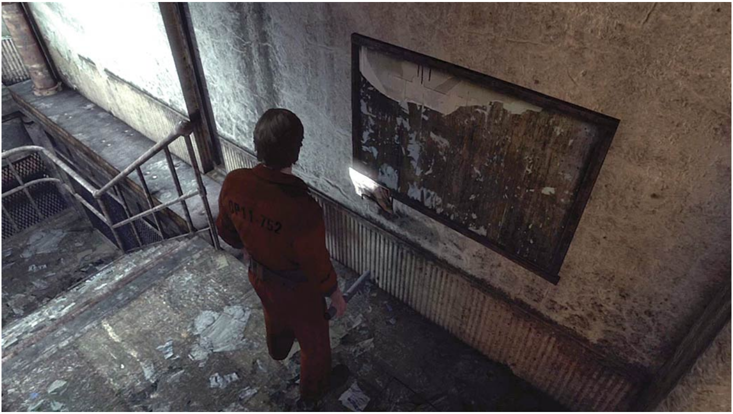
1

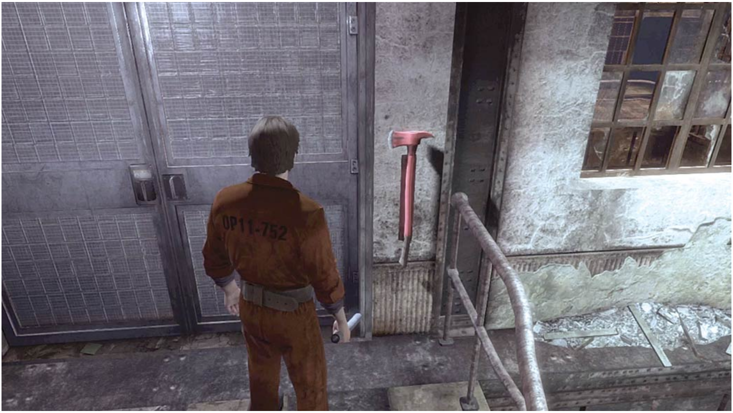
TIP



When you reach the bottom of the ladder, check the shelves behind you for a First Aid Kit.

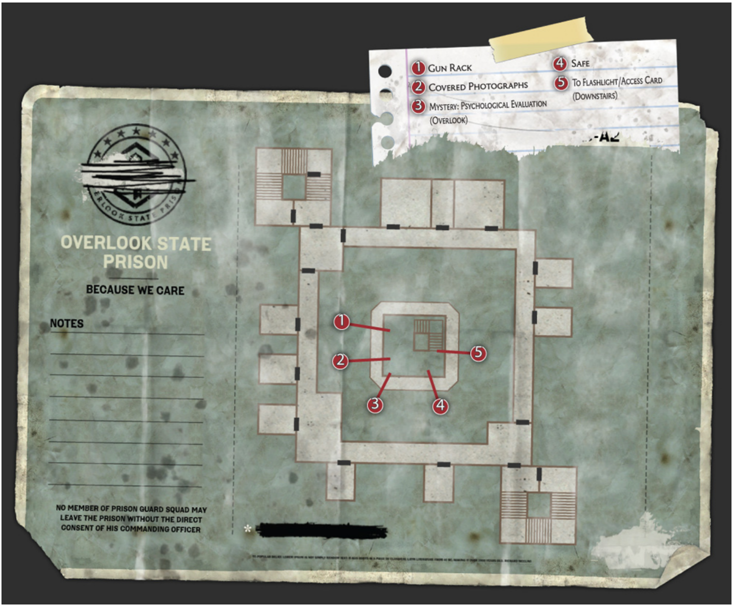


The ladder ends on level A3. Move to the nearby staircase and collect the Overlook Penitentiary maps from the rack on the wall.



Before you head downstairs, collect the Fire Axe near the locked door. When you're done searching the area, head down to the guard tower's A2 level.

Level A2



1 Gun Rack
2 Covered Photographs
3 Mystery: Psychological Evaluation (Overlook)
4 Safe
5 To Flashlight/Access Card (Downstairs)
-A2
OVERLOOK STATE PRISON
BECAUSE WE CARE
NOTES
NO MEMBER OF PRISON GUARD SQUAD MAY LEAVE THE PRISON WITHOUT THE DIRECT CONSENT OF HIS COMMANDING OFFICER
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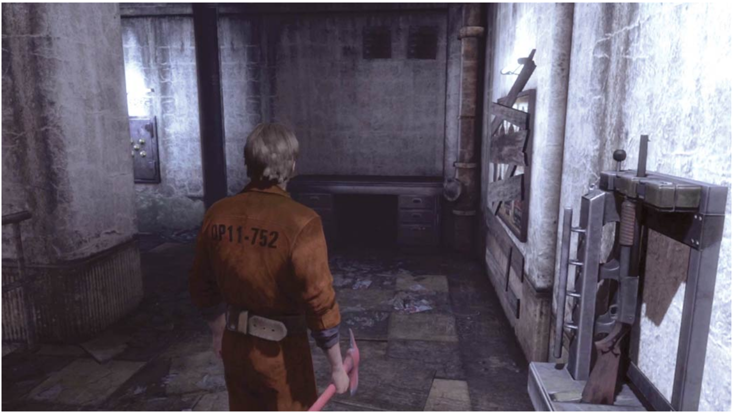
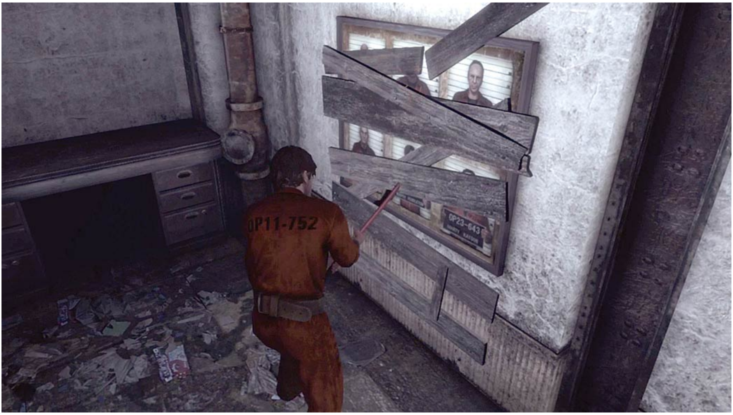


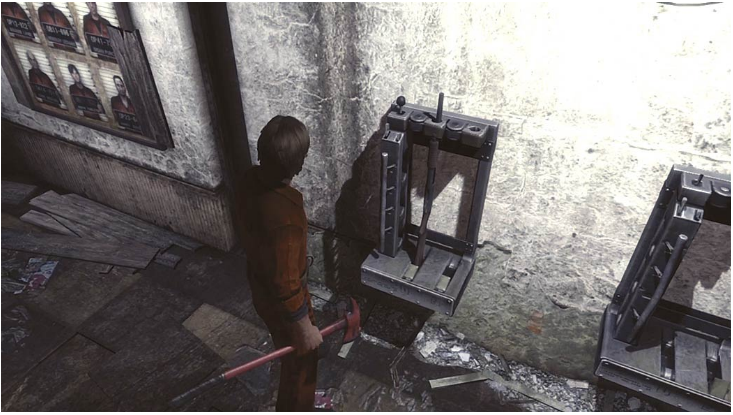
The guard tower's A2 level contains several interesting objects. Move past the gun racks and approach the boards nailed to the wall.


OP11-752
OP23-643

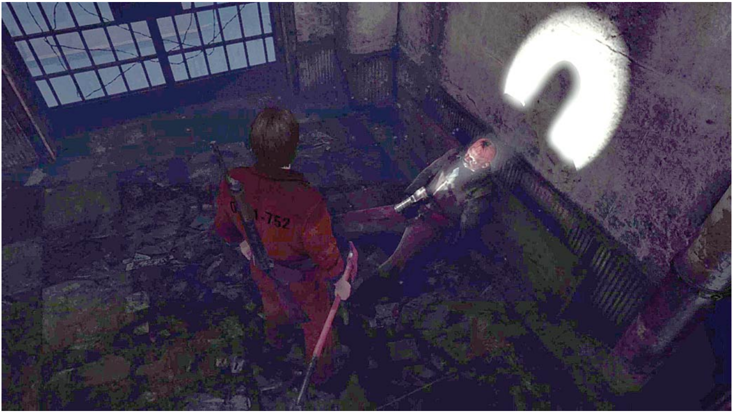
Use the Fire Axe from level A3 to clear the boards away from the photographs, then use the revealed clue to open the nearby safe.

TIP

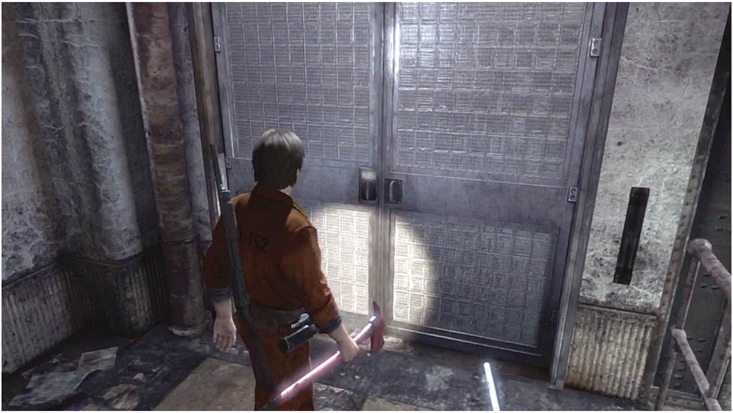
Collect the Mystery item from the nearby desk to add the Psychological Evaluation (Overlook) to Murphy's Journal.



After you retrieve the safe's contents, use the Small Key to unlock the gun rack. Grab the Shotgun, then follow the stairs down to the guard tower's next level.

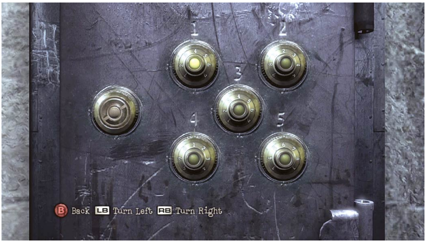


Examine the body near the bottom of the stairs to add a Flashlight and Access Card to your Inventory.



When you're ready to leave the guard tower, use the Access Card to unlock the door on level A3.

Puzzle Solution: Guard Tower Safe


1
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3
4
5
B Back
LB Turn Left
RB Turn Right

After you clear the boards from the wall, examine the revealed photographs. Murphy's prisoner number is missing from his mug shot. The missing numbers—which are printed on the back of Murphy's jumpsuit—can be used to open the nearby safe.

This safe is similar to those found in Devil's Pitstop and Pleasant River. Each of the five dials is labeled with a number. Dial 1 must be positioned to reflect the first digit of the sequence, dial 2 the second, and so on. Once again, the safe door contains trick dials that can skip digits or affect other dials.

When you arrive in Overlook Penitentiary, all of the Items are removed from your Inventory. As you explore the area, search each open cell for useful items.

While your chosen puzzle difficulty affects the behavior of the safe's dials, all difficulties share the same code (11752) and starting dial positions (42416).

Easy: The Easy puzzle difficulty contains two trick dials. Address each dial in order, but note the behavior of dial 2 and dial 4:

- Turn dial 1 right three clicks.
- Turn dial 2 right one click.
- Turn dial 3 left three clicks.
- Turn dial 4 left two clicks.
- Turn dial 5 left four clicks.

Normal: The Normal puzzle difficulty contains three trick dials, but it's best to focus on dials 2 and 3 first:

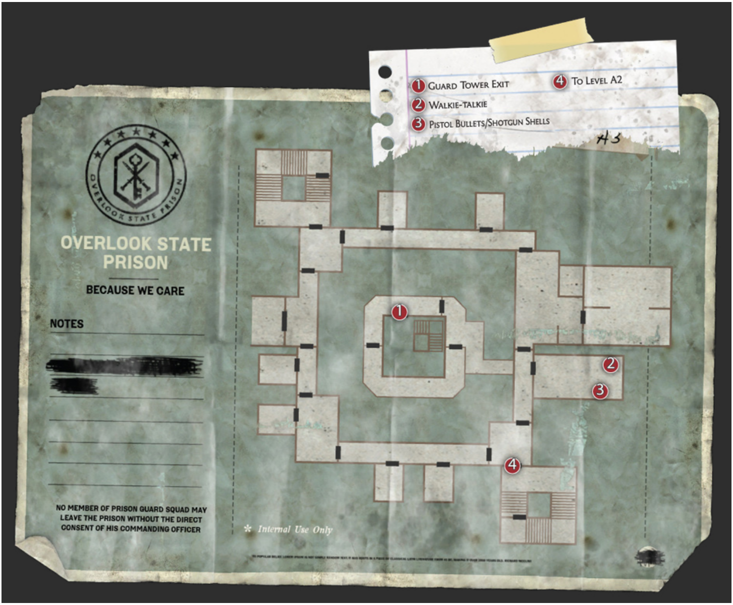
- Turn dial 3 right two clicks.
- Turn dial 2 right one click.
- Dials 2 and 3 are now in position.
- Turn dial 4 left two clicks.
- Turn dial 5 left four clicks.
- Turn dial 1 right three clicks.

Hard: The Hard puzzle difficulty contains four trick dials, but it's best to focus on dials 2 and 3 first:

- Turn dial 3 right two clicks.
- Turn dial 2 right one click.
- Turn dial 4 right one click.
- Turn dial 5 right four clicks.
- Turn dial 1 left one click.

When all five dials are in position, the safe swings open to reveal a Small Key and a Quarter Dollar.

Cells - A3 (South)


① Guard Tower Exit
② Walkie-Talkie
③ Pistol Bullets/Shotgun Shells
④ To Level A2
A3
OVERLOOK STATE PRISON
OVERLOOK STATE PRISON
BECAUSE WE CARE
NOTES
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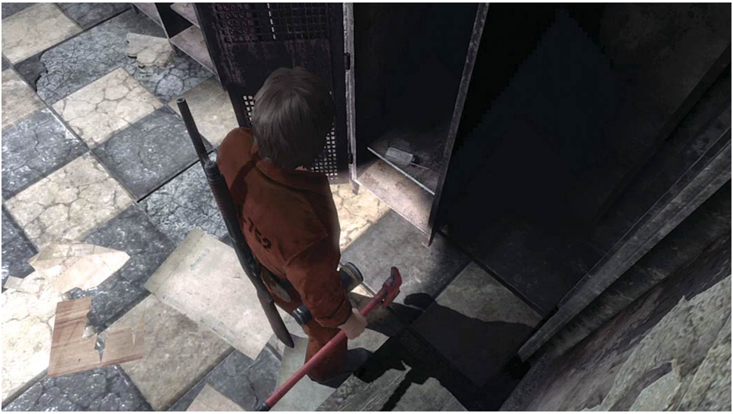
* Internal Use Only
1
2
3
4

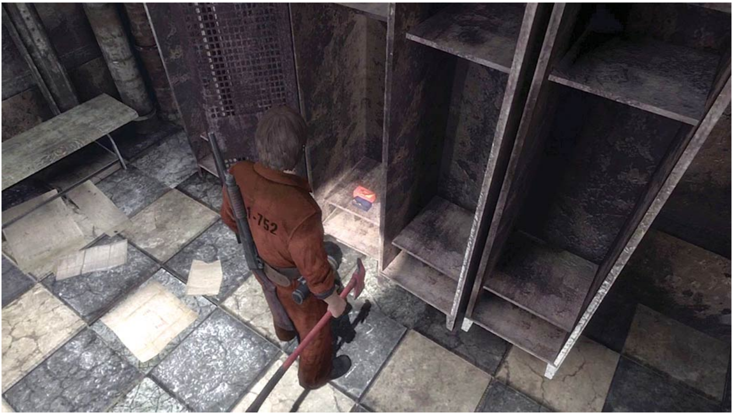
NOTE

Barricades along the walkway essentially separate level A3 into two sections. As you progress through Block A, the path leads you to the north half of this level.

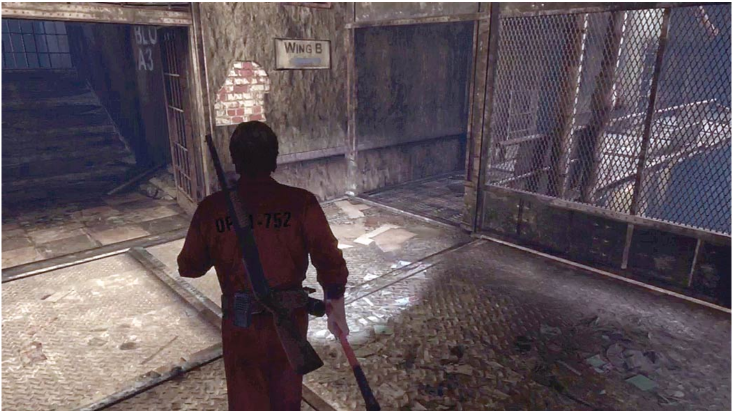
CLOAK ROOM
-752

After you unlock the door, follow the walkway around the guard tower and toward the cloak room.

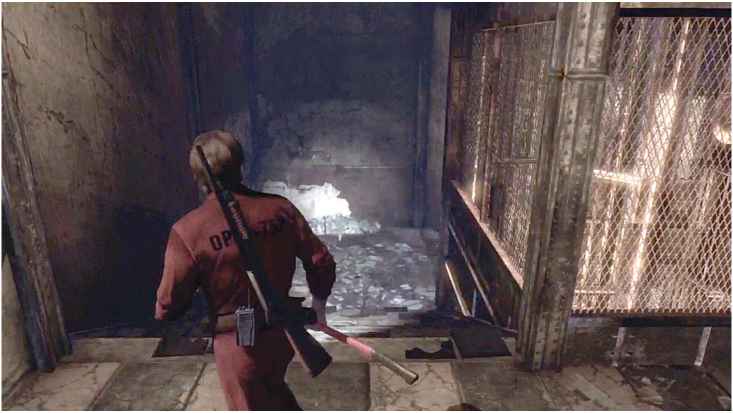




Search the cloak room lockers for useful items. One locker contains a Walkie-talkie; the other accessible locker contains some Pistol Bullets and a box of Shotgun Shells.

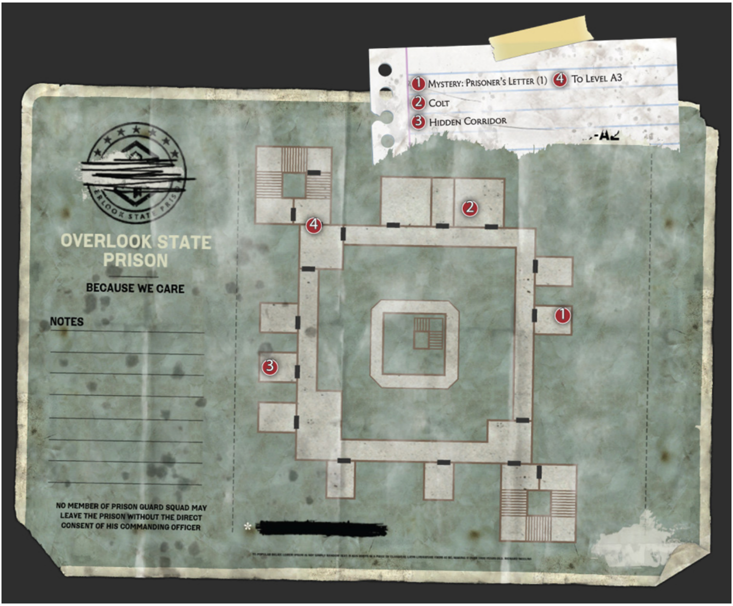

BLU
A3
WING B
OP -752

The stairwell south of the cloak room leads to level A2. Before you head down, finish searching the cells along the walkway.



When you've finished searching the south half of level A3, take the stairs down to A2.

Cells - A2


① Mystery: Prisoner's Letter (1)
② Colt
③ Hidden Corridor
④ To Level A3
-A2
OVERLOOK STATE PRISON
BECAUSE WE CARE
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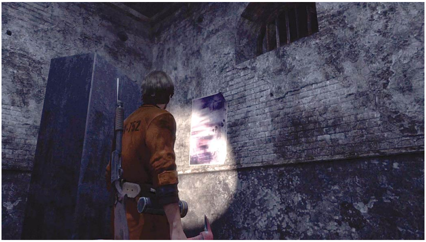
①
②
③
④

There's a Brawler patrolling the walkway on level A2. Be prepared to defend yourself.

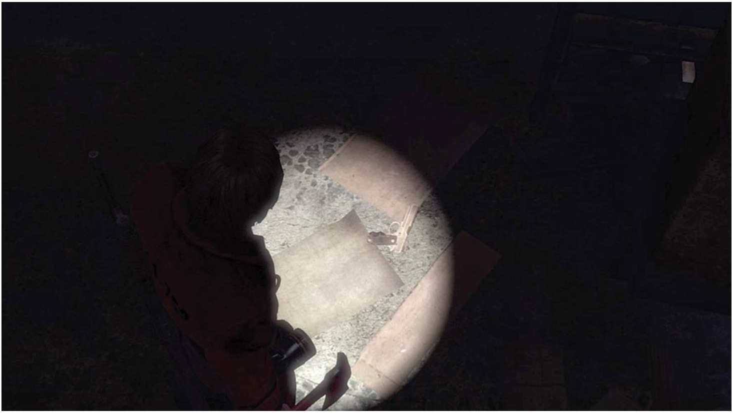
After you reach the bottom of the stairs, follow the walkway north. Search the cells along the building's east edge for useful items.

TIP

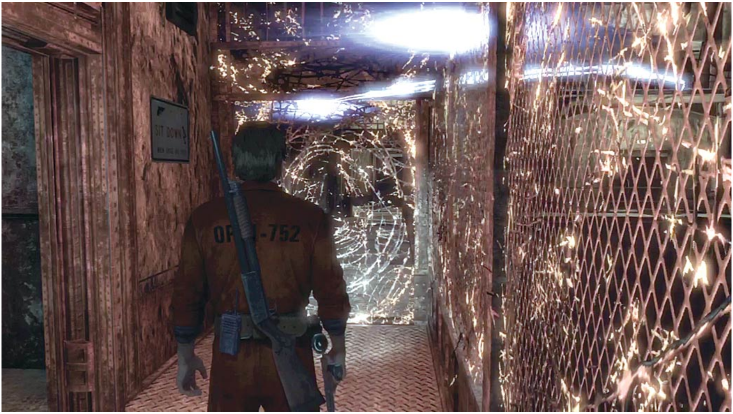


The first cell on your right has a shelf unit along the back wall. Move the shelves, then tear the poster off of the wall to reveal a Mystery item stashed in a hole. Collect the item to add the Prisoner's Letter (1) to Murphy's Journal.

There's a Stabber hiding in the cell near the end of the walkway. Unless you have a fairly fast melee weapon, consider equipping your Shotgun as you approach the cell.

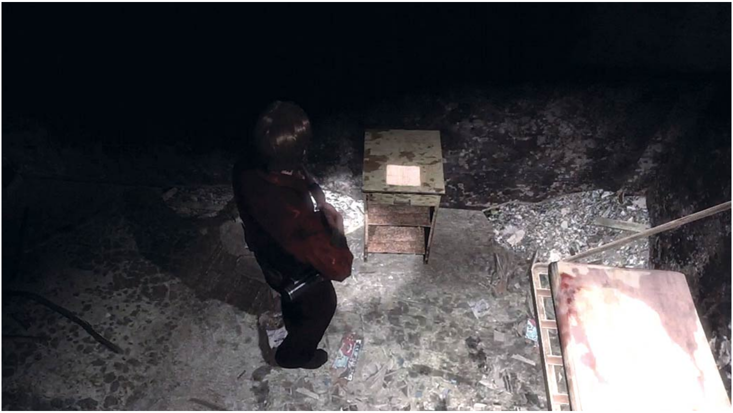


When you reach the room at the end of the walkway, search the area around the pillar to find a Colt. When you're ready, turn back and explore the rest of level A2.

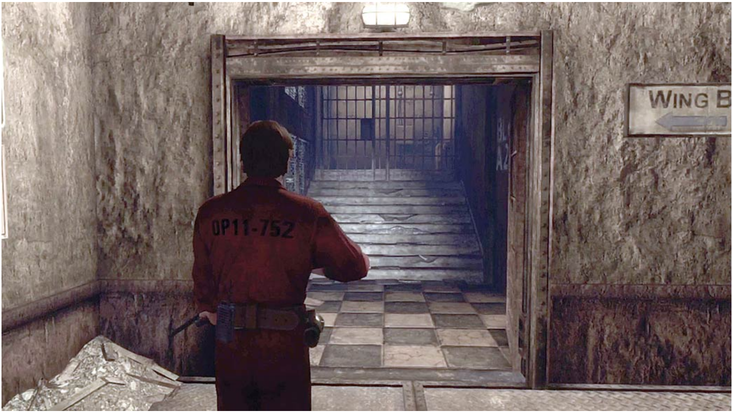


SIT DOWN
OP -752

Search each of the cells as you follow the walkway to the north stairwell. As you approach one of the cells along the west wall, a barrier appears in the walkway. When you search the cell, the environment undergoes another change. Follow the flooded corridor to trigger a cutscene.



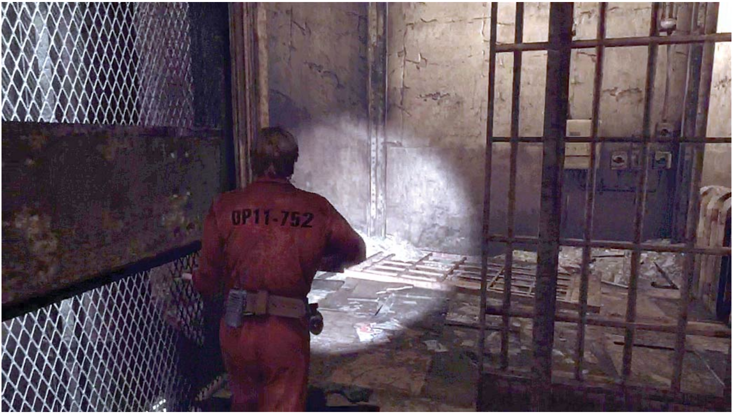
After the cutscene, continue to the end of the corridor. Collect the Mystery item from the end table to add the Angry Letter to Murphy's Journal. Once you've done so, return to the cell and resume your search of level A2.


WING B
0P11-752

When you reach the north stairwell, approach the gate blocking the stairs to trigger a cutscene.

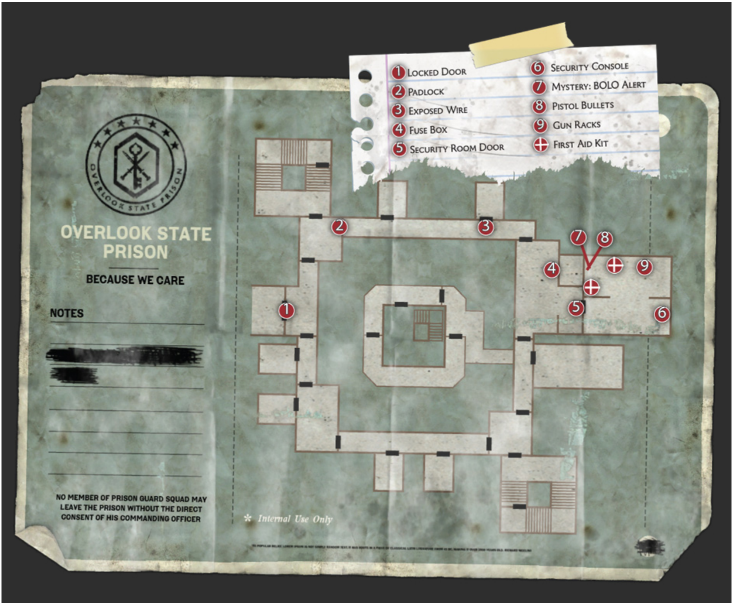
When you step into the stairwell, a Juggernaut smashes through the gate. During your time in Overlook Penitentiary, you'll encounter several of these powerful creatures. Juggernauts have devastating strikes, and their charge attacks allow them to get into melee range very quickly.

When a Juggernaut gets up to speed, it's usually best to step aside. Once you're in close, use standard combat tactics: block each attack and look for opportunities to counter.



After the cutscene, head through the open gate and climb the stairs up to level A3.

Cells - A3 (North)


1 Locked Door
2 Padlock
3 Exposed Wire
4 Fuse Box
5 Security Room Door
6 Security Console
7 Mystery: BOLO Alert
8 Pistol Bullets
9 Gun Racks
✚ First Aid Kit
OVERLOOK STATE PRISON
OVERLOOK STATE PRISON
BECAUSE WE CARE
NOTES
[redacted]
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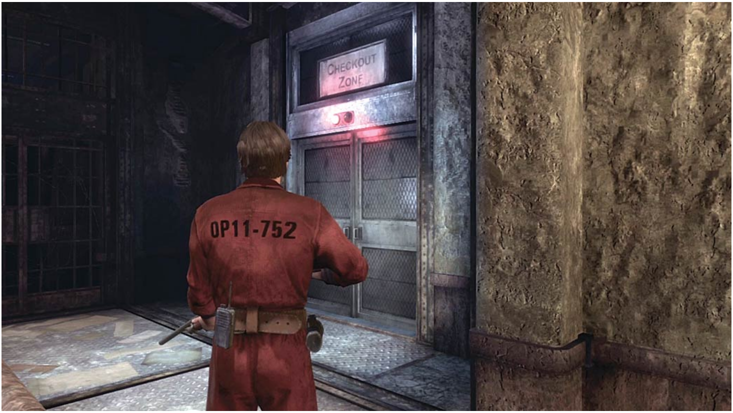
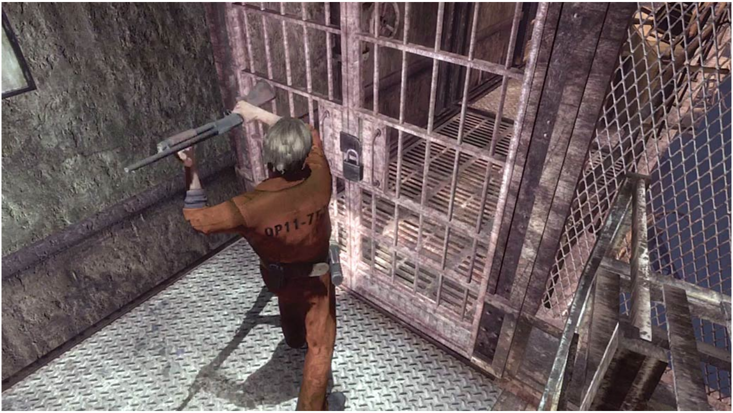
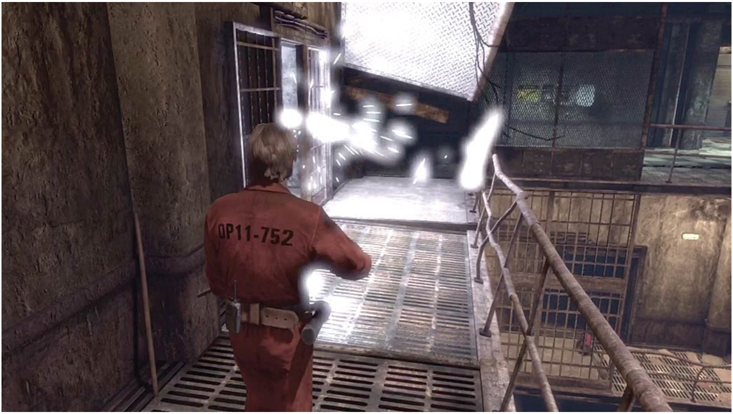

CHECKOUT
ZONE
OP11-752

The locked doors on the west side of level A3 lead to Block B. Before you can leave the area, you must find a way to open them.

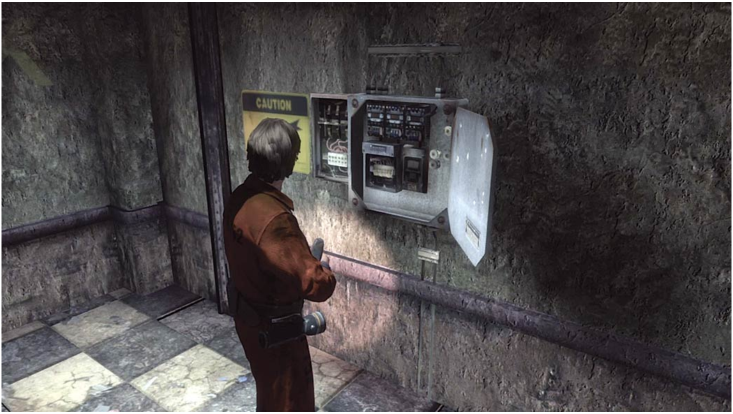


Move to the gate near the stairwell, then smash the padlock with your weapon. Follow the path toward the exposed wire to the east.

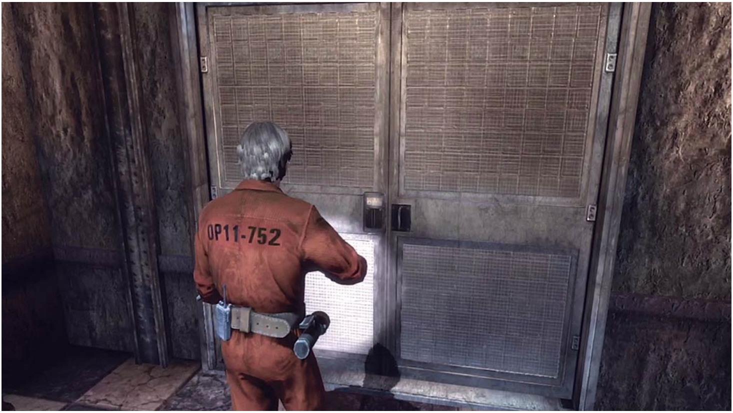
As you squeeze past the first cell, a Juggernaut grabs you through the bars. Follow the on-screen prompts to shake loose. After the Juggernaut breaks out of the cell, use standard combat tactics to defend yourself.



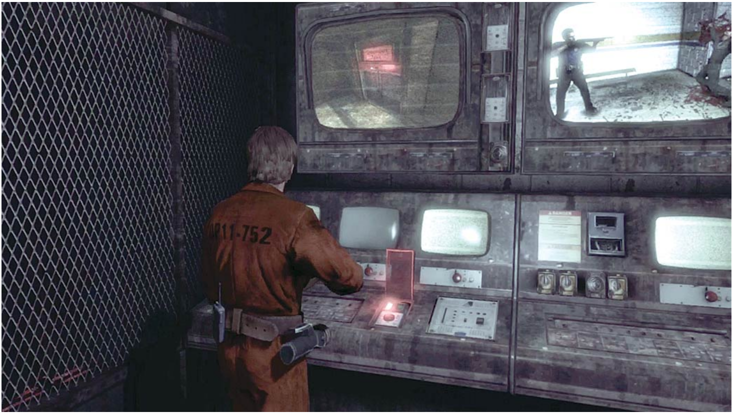
The current from the exposed wire causes it to bounce off of the cell door. Carefully approach the wire, then slip past when it bounces out of your path.



Once you're safely past the exposed wire, look for the fuse box outside of the security room. Flip the switch to cut power to the wire, then move to the security room door.

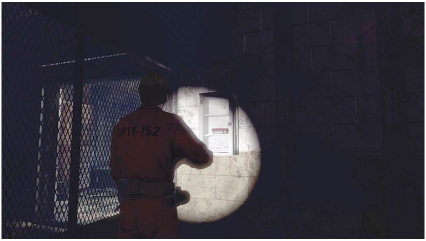


Use the Access Card you collected in the guard tower to open the doors, then head inside.

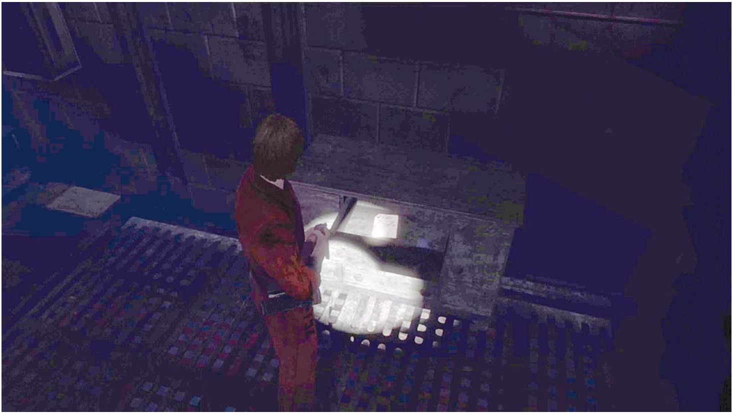


Cross the room to find the security console. As you approach the console, the monitors cycle through a series of images. Wait for the panel to flip open, then press the button to unlock the doors to Block B. Before you leave, conduct a full search of the security room to find several useful items.

TIP

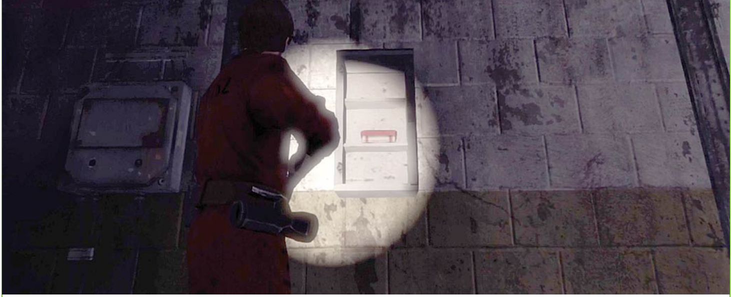


Check the shelves near the security room door for a First Aid Kit.

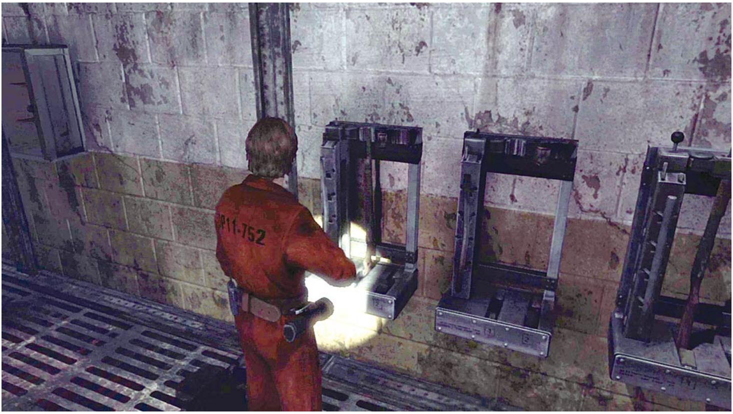


The drawers near the security room's west wall contain two items. Collect the Mystery item to add the BOLO Alert to Murphy's Journal, then grab the box of Pistol Bullets.

TIP



Check the shelves along the security room's north wall for a First Aid Kit.

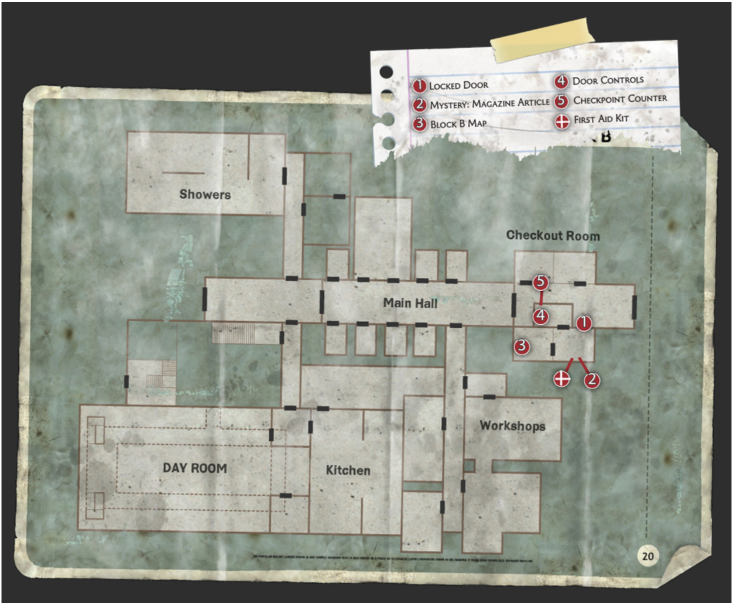


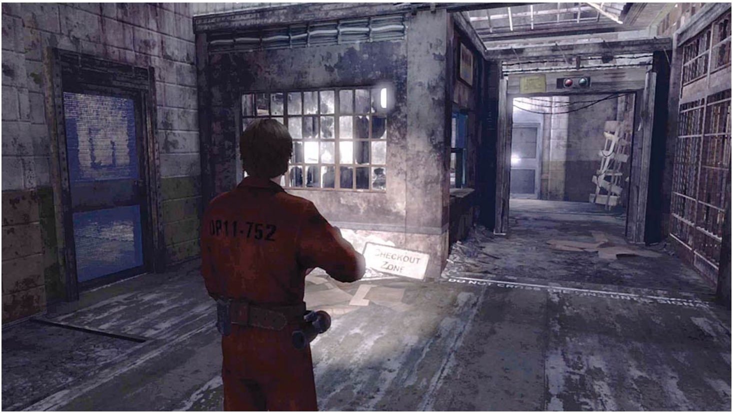
Grab the Shotgun from the first gun rack, then use the Small Key from your Inventory to collect the remaining Shotgun.

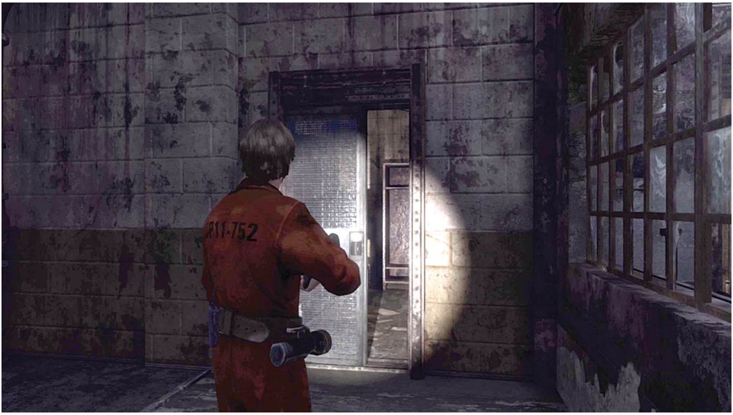
When you're ready, leave the security room and follow the walkway back across level A3. Pass through the open doors to enter Block B's checkout room.

Block B

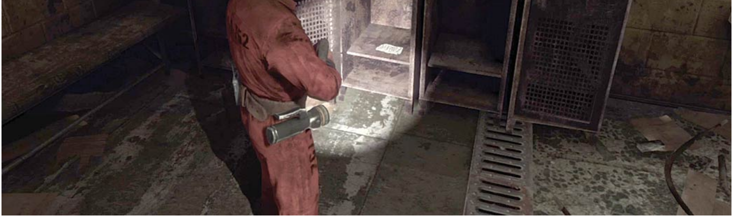
Checkout Room


① Locked Door
② Mystery: Magazine Article
③ Block B Map
④ Door Controls
⑤ Checkpoint Counter
✚ First Aid Kit
Showers
Checkout Room
Main Hall
Workshops
DAY ROOM
Kitchen
20


DP11-752
CHECKOUT ZONE

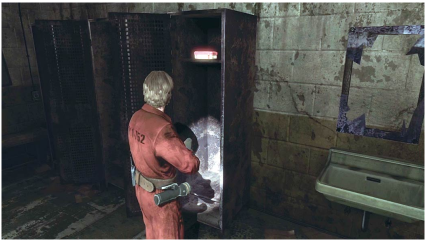


The checkout room contains a security booth and two holding cells. Use the Access Card from your Inventory to open the locked door near the security booth. When the door malfunctions, squeeze through the opening to enter the booth.

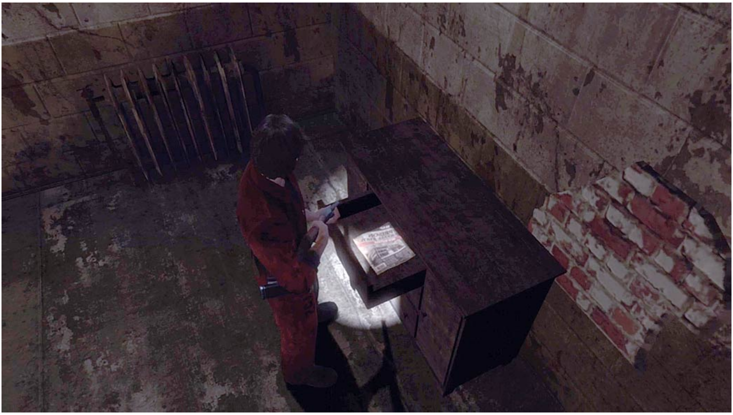


One of the lockers in the security booth contains a Mystery item. Collect the item to add the Magazine Article to Murphy's Journal.

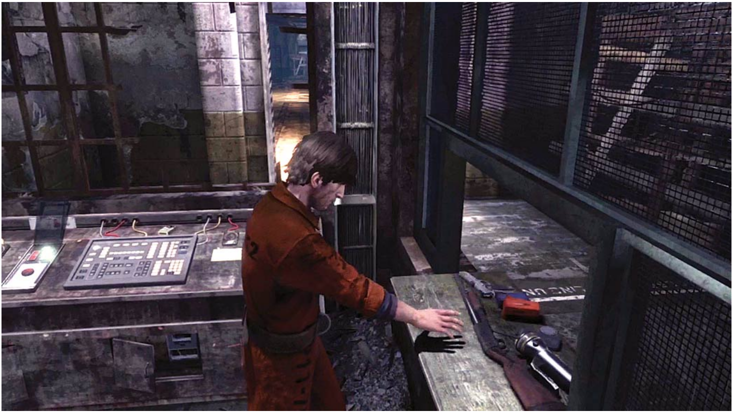
TIP



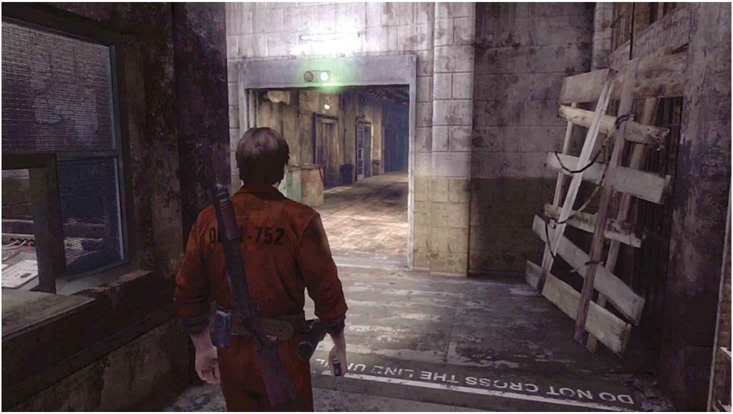
While you search the security booth, check the lockers for a First Aid Kit.



Collect the Block B map from the drawers near the booth's west wall, then finish searching the booth.

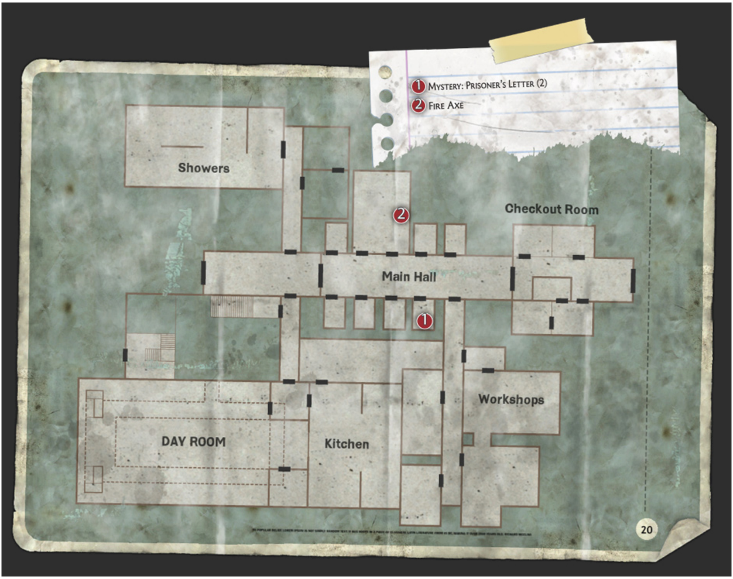


When you're ready to leave the checkout room, use the door controls
to open the path to the main hall. The doors will slam shut if you set off the checkpoint's metal detector. Examine the counter near the door controls to remove all metallic objects from your Inventory, then exit the security booth.


DO NOT CROSS THE LINE UN

After you pass through the metal detector, collect your items from the counter. Equip your preferred weapon, then continue into the main hall.

Main Hall

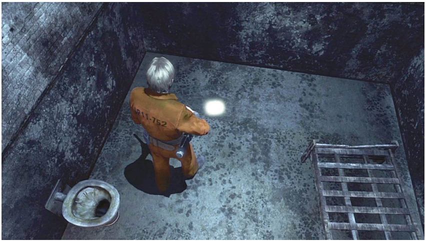

① Mystery: Prisoner's Letter (2)
② Fire Axe
Showers
Checkout Room
Main Hall
DAY ROOM
Kitchen
Workshops
20

The main hall contains some additional cells and a large room filled with furniture. Move toward the nearest cell to trigger a cutscene.

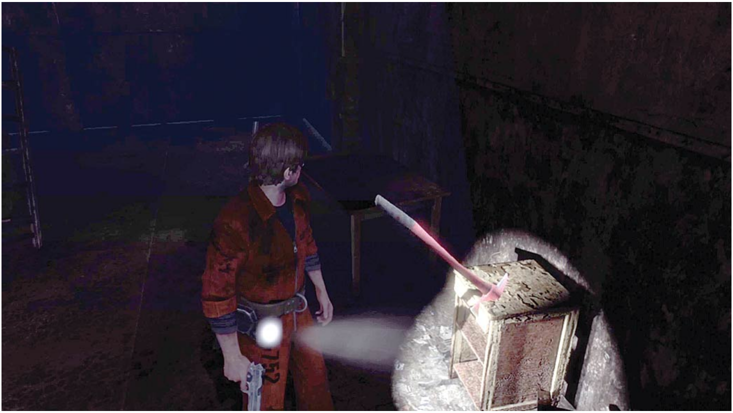
After you enter the main hall, a Juggernaut, a Brawler, and a Stabber emerge from the large room.

This can be a fairly difficult encounter, so try to use the environment to your advantage. Run into the nearest cell and try to take out each enemy as it approaches the door.

TIP

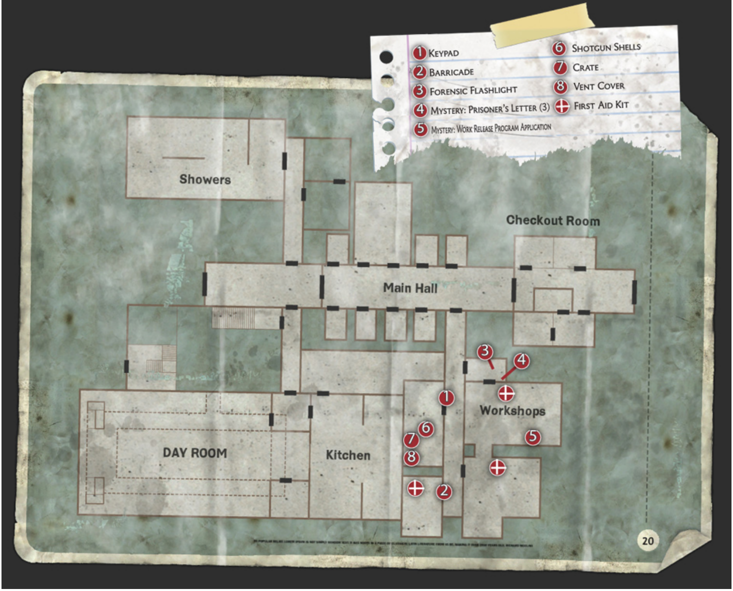


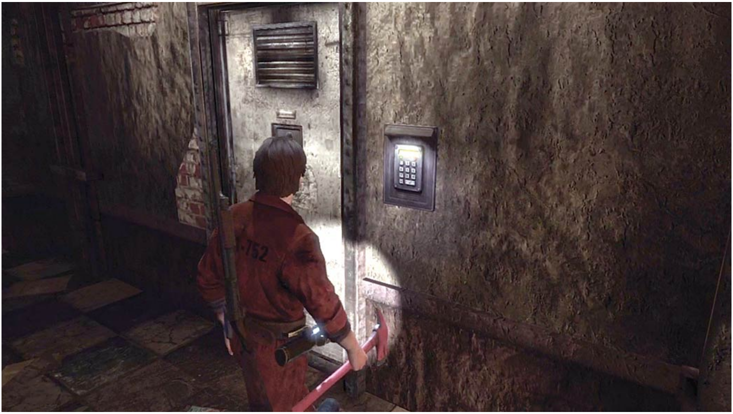
One of the main hall's cells contains a Mystery item. Collect this item to add the Prisoner's Letter (2) to Murphy's Journal.



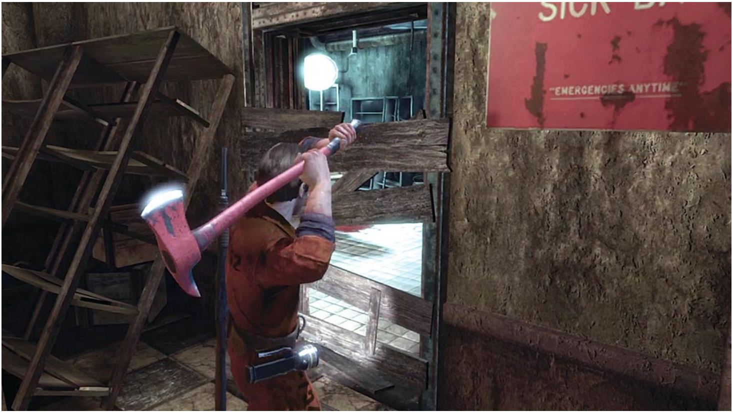
When you reach the large room, collect the Fire Axe from the end table near the wall. After you finish searching the area, head toward the workshops south of the main hall.

Workshops


① Keypad
② Barricade
③ Forensic Flashlight
④ Mystery: Prisoner's Letter (3)
⑤ Mystery: Work Release Program Application
⑥ Shotgun Shells
⑦ Crate
⑧ Vent Cover
First Aid Kit
Showers
Checkout Room
Main Hall
Workshops
DAY ROOM
Kitchen
20

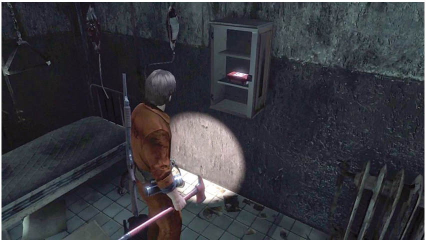


On your way to the workshops, examine the keypad on the hallway. Before you can open the nearby door, you must obtain the code.

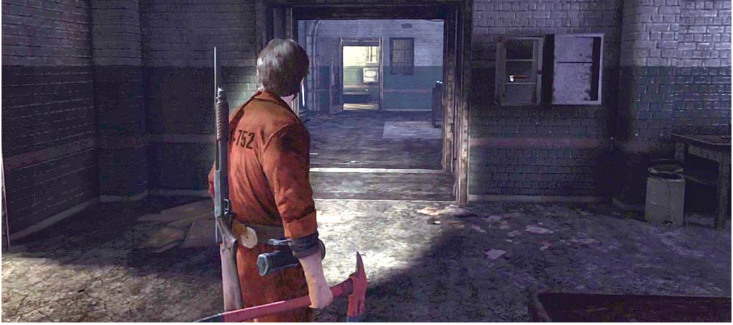

SICK
"EMERGENCIES ANYTIME"

Use your Fire Axe to destroy the barricade near the end of the hall. Search the sick bay for useful items, then enter the workshop across the hall.

TIP

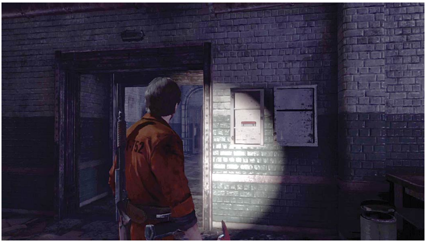


Check the shelves in the sick bay for a First Aid Kit.



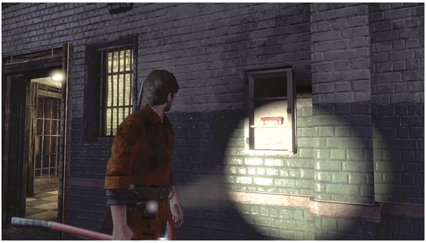
Before you activate any of the machines, cut through the workshops and investigate the small room to the north.

TIP

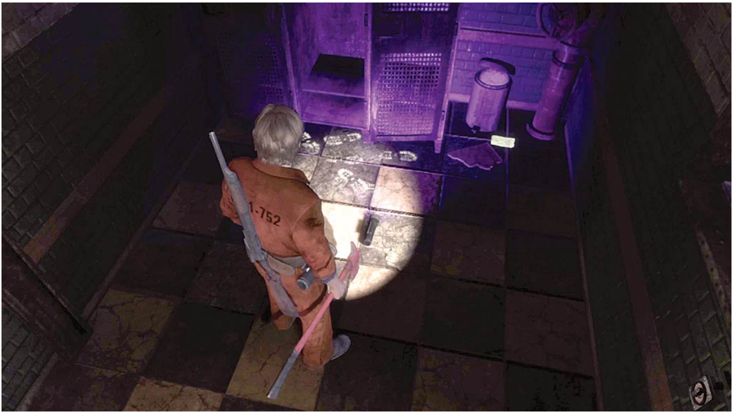


Before you enter the northern workshop, check the shelves on the wall for a First Aid Kit.

TIP

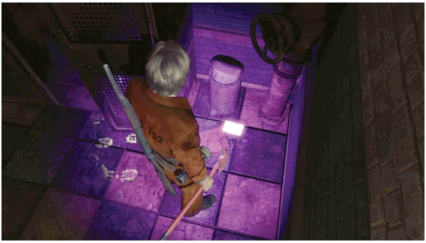


Before you enter the small room north of the workshops, check the shelves on the wall for another First Aid Kit.

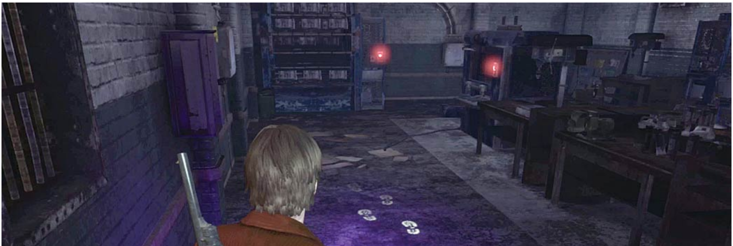


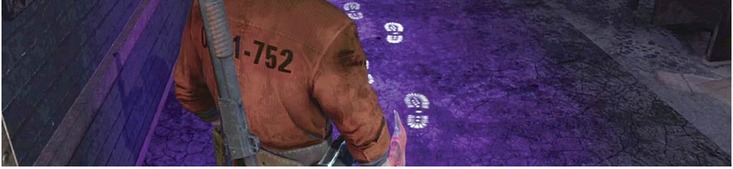
When you reach the small room north of the workshop, collect the Forensic Flashlight on the floor. Use the UV beam to search the area for clues.

TIP



After you collect the Forensic Flashlight, grab the nearby Mystery item to add Prisoner's Letter (3) to Murphy's Journal.

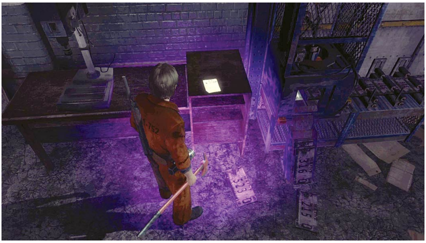




The workshops contain several clues that can only be seen in the Forensic Flashlight's UV beam. Follow the trail of footprints and search for the numbers hidden in the environment. Once you've found all of the numbers, use them to unlock the door across the hall.

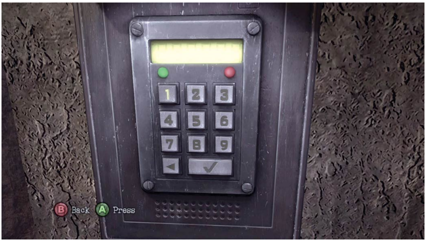
As you follow the trail through the workshops, listen for any warning bells that may sound; this indicates that one of the machines has switched on. Find the active machine and switch it off as quickly as possible. If you fail to do so, the noise will draw hostile creatures into the workshops.

TIP



As you search the northern workshop, collect the Mystery item on the drill press to add the Work Release Program Application to Murphy's Journal.

Puzzle Solution: Workshop Keypad


1
2
3
4
5
6
7
8
9
B Back
A Press

The digits for the keypad's code are hidden throughout the workshop area. After you collect the Forensic Flashlight, follow the trail of footprints and search the area for hidden numbers. The trail not only hints at the location of each number, it determines the order in which they must be combined to create the code.

Your chosen puzzle difficulty determines how many digits must be found and whether any additional clues are provided:

Easy: In the Easy puzzle difficulty, the code only has four digits. The clustered footprints along the trail indicate that a hidden number is nearby.

Normal: In the Normal puzzle difficulty, the code contains five digits. As in the Easy puzzle difficulty, the clustered footprints along the trail indicate that a hidden number is nearby.

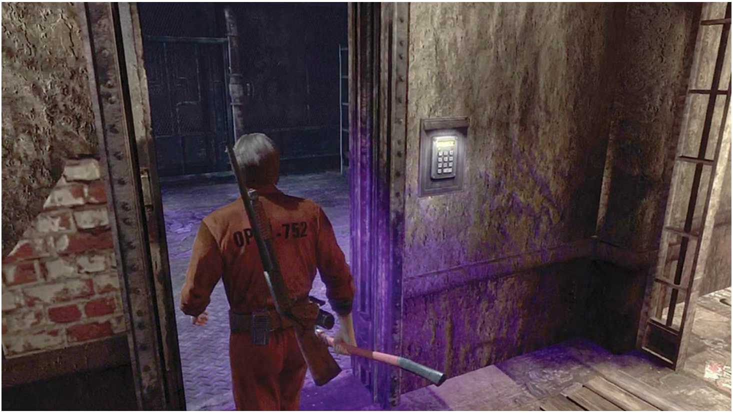
Hard: In the Hard puzzle difficulty, the code contains five digits, and the only cluster of footprints is located at the trail's starting point.

Despite these variations, the steps for determining the code are fairly consistent across all puzzle difficulties:

- After you collect the Forensic Flashlight, look up to see the code's first digit on the ceiling. (This digit does not appear in the Easy puzzle difficulty.)
- Follow the trail to the southeast corner of the northern workshop and examine the mounted license plates to reveal a hidden number.
- Follow the trail to the southwest corner of the northern workshop. Move the box vent to reveal a hidden number on the wall.
- Follow the trail to the industrial carousel in the northeast corner of the southern workshop. Activate the machine until the dangling license plate moves into view. Switch the machine off, then examine the dangling license plate to reveal the next digit.
- Continue to the end of the trail to find the last number on the table along the workshop's south wall.

Once you have the code, return to the keypad and unlock the door.

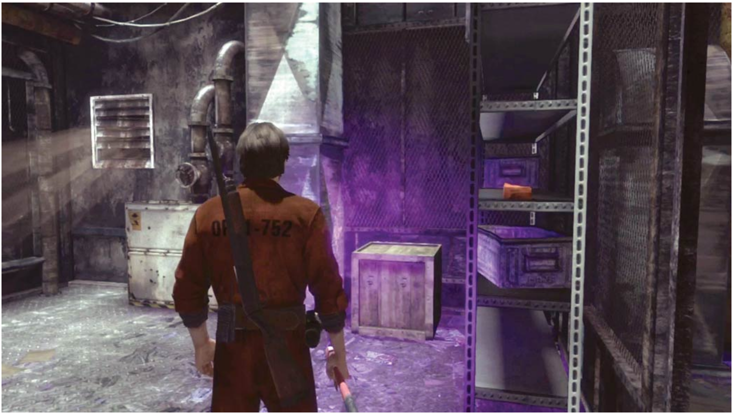
In the Easy puzzle difficulty, the keypad's code is 2345; in the Normal and Hard puzzle difficulties, the code is 22345.



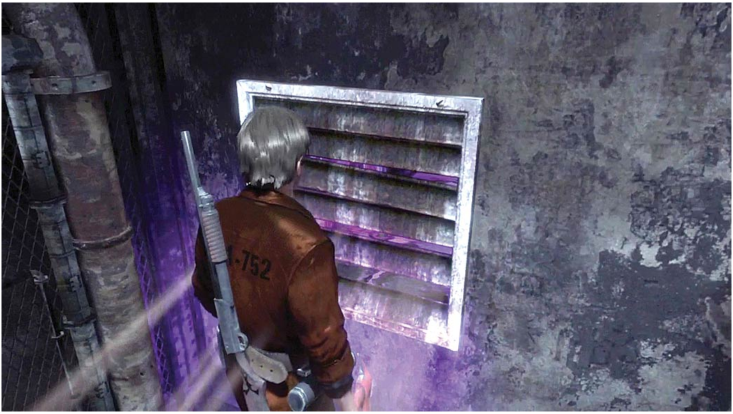
When you enter the code into the keypad, the storage room door slides open. When you're ready, head inside and search the storage room.

Caution

When you step into the room, the door slams shut behind you. If you haven't completed your search of the main hall and workshop areas, make sure you do so before you enter the storage room.



Soon after you enter the storage room, it begins to flood. Grab the Shotgun Shells from the shelves in the center of the room, then search for a way out.

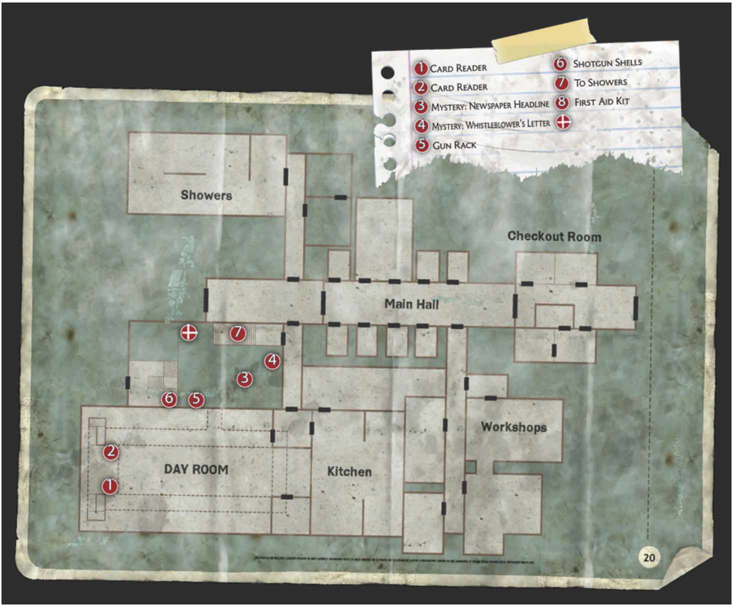


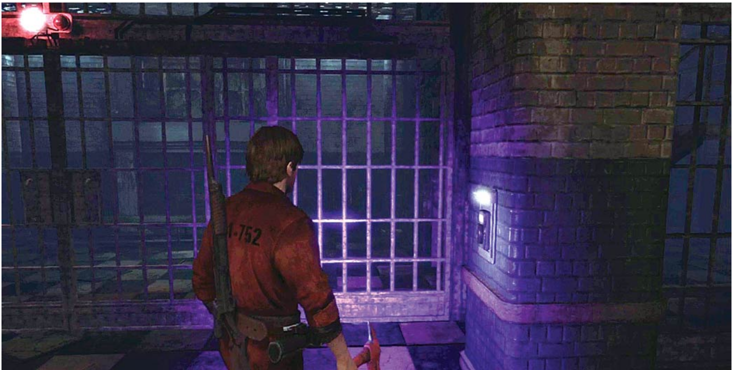
Move to the crate near the shelves and drag it over to the nearby vent. Climb onto the crate and use the Quarter Dollar from your Inventory to remove the vent cover. After the cutscene, follow the on-screen prompts to crawl through the ventilation duct.

TIP

If you neglected to collect the Quarter Dollar from the guard tower's safe, grab the Quarter Dollar from the shelves near the storage room door.

Day Room

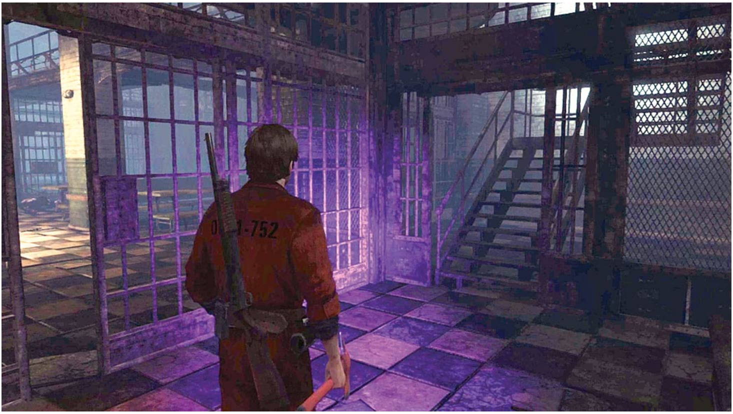

① Card Reader
② Card Reader
③ Mystery: Newspaper Headline
④ Mystery: Whistleblower's Letter
⑤ Gun Rack
⑥ Shotgun Shells
⑦ To Showers
⑧ First Aid Kit
Showers
Checkout Room
Main Hall
Workshops
DAY ROOM
Kitchen
20

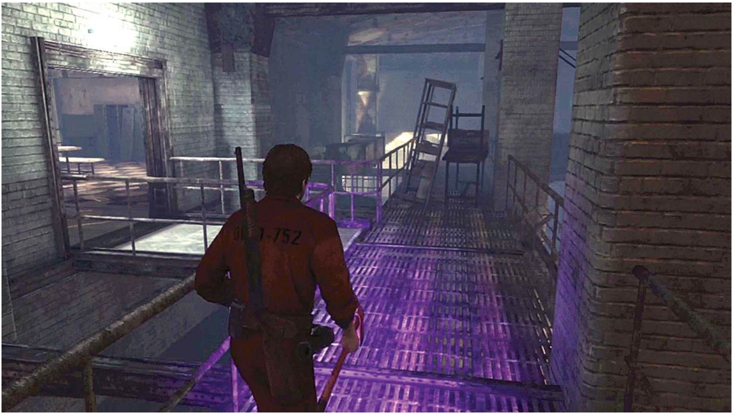


After the cutscene, you arrive in the penitentiary's day room. The locked doors at the room's west edge are flanked by two card readers. Use the Access Card from your Inventory to activate both of the card readers, then wait for the doors to slide open.

The day room contains a Juggernaut, a Brawler, and a Stabber. When the cutscene ends, run straight to the locked doors and activate both card readers before the creatures reach you.

It takes some time for the doors to open, so you must defend yourself from the creatures in the meantime. Once the doors are open, you can either stay and fight or flee from the area.

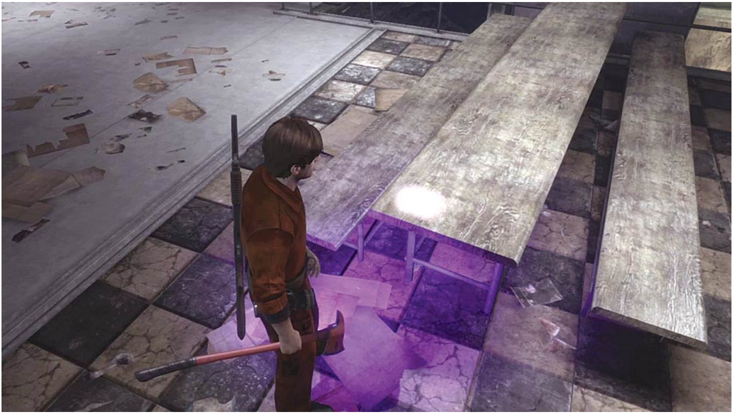




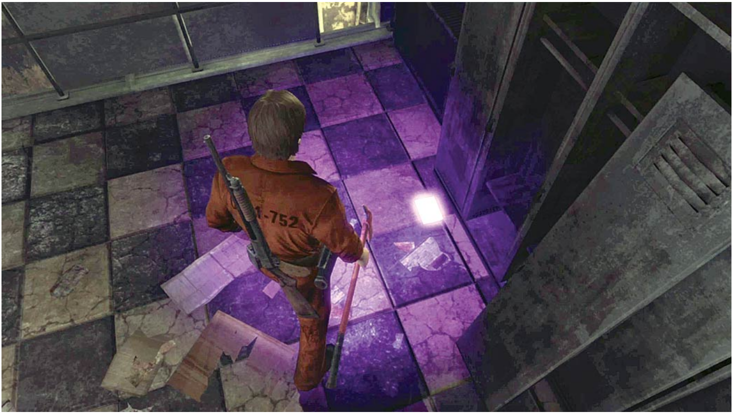
After the doors malfunction, squeeze through the opening. Climb up the stairs and follow the walkway to the day room's upper level. This room contains several useful objects, so take the time to explore it thoroughly.

NOTE

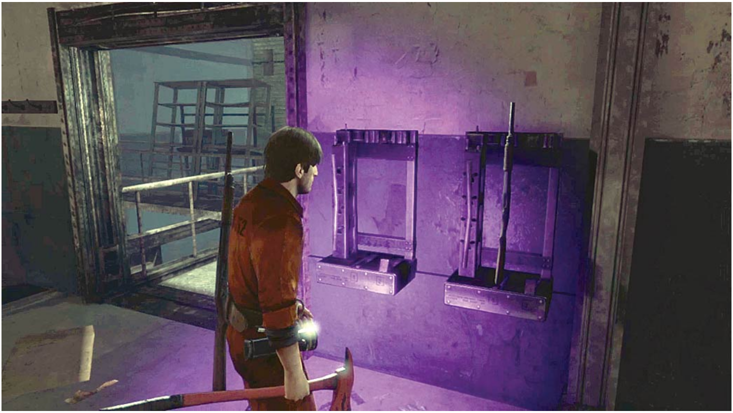
Murphy's Journal will not display your current location while you're on the day floor's upper level.



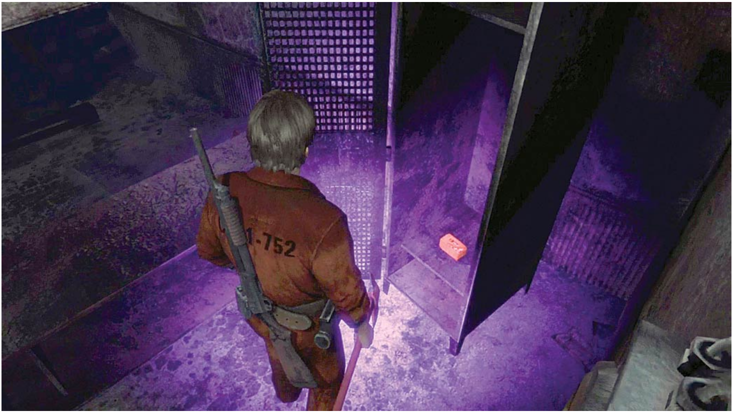
After you enter the room, collect the Mystery item from the table to add the Newspaper Headline to Murphy's Journal.



Continue past the table and grab the Mystery item to add the Whistleblower's Letter to Murphy's Journal.

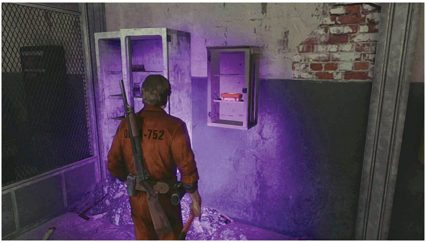


Collect the Shotgun from the gun rack near the door, then head down the stairs on the room's west side.

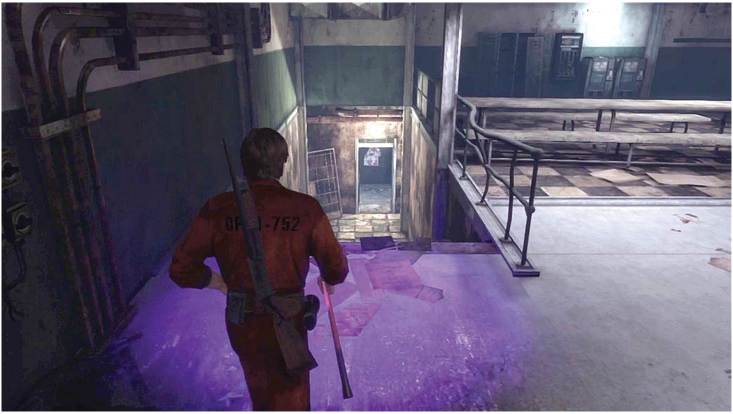


When you reach the bottom of the stairs, collect the Shotgun Shells from the nearby locker. Return to the upper level and complete your search of that room.

TIP

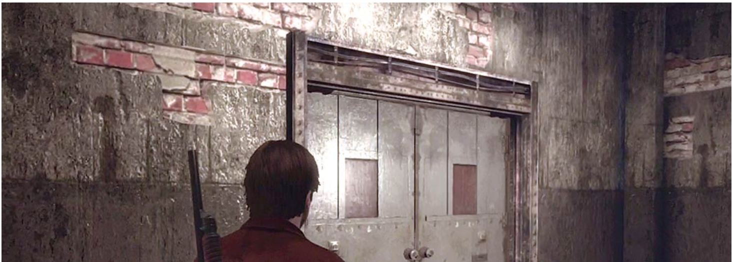


Before you leave the day room, check the shelves on the north wall for a First Aid Kit.



When you're finished searching the day room, head down the stairs near the east wall and follow the hallway north.

When you reach the chamber in the middle of the hall, turn left to spot the Juggernaut lurking in the shadows.

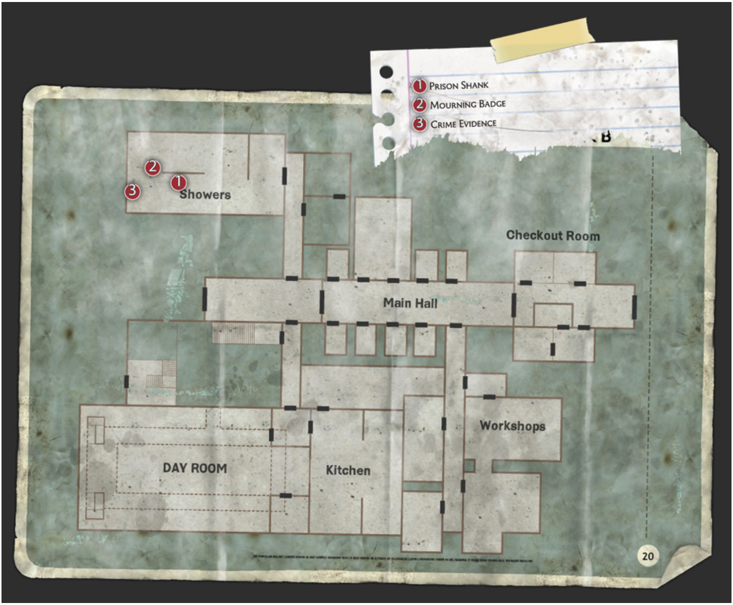


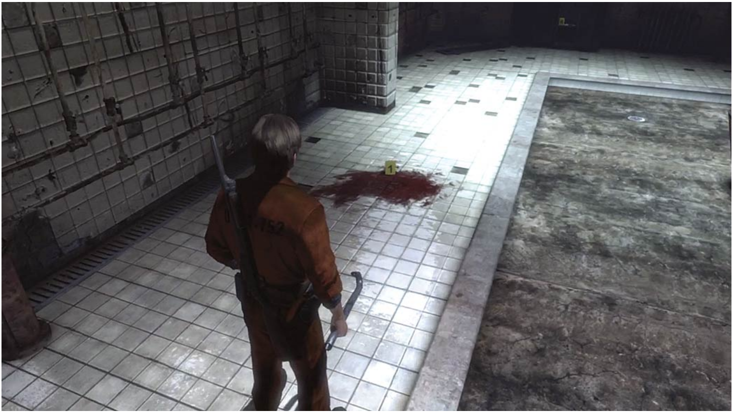
When you're ready, open the doors near the end of the hall and step into the showers.

Caution

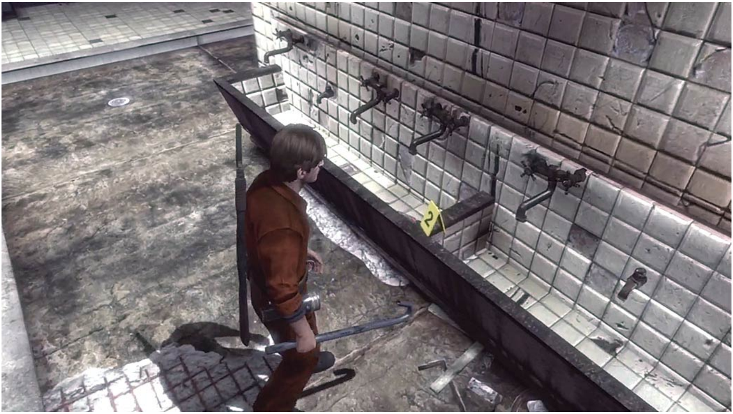
Once you enter the showers, you cannot return to the day room. Make sure you've collected all of the available items before you open the doors.

Showers

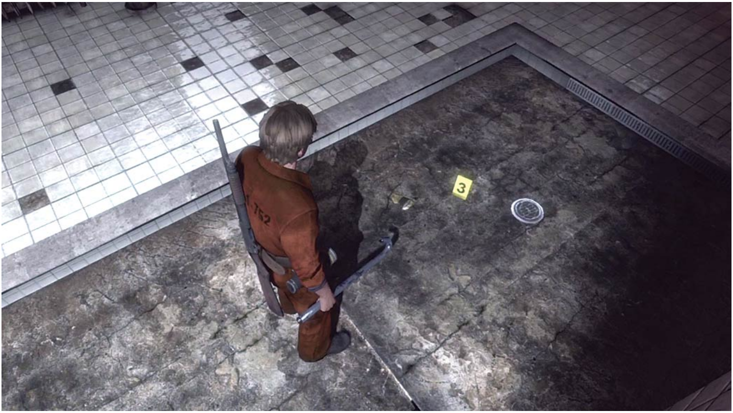

① Prison Shank
② Mourning Badge
③ Crime Evidence
Showers
Checkout Room
Main Hall
Workshops
DAY ROOM
Kitchen
20



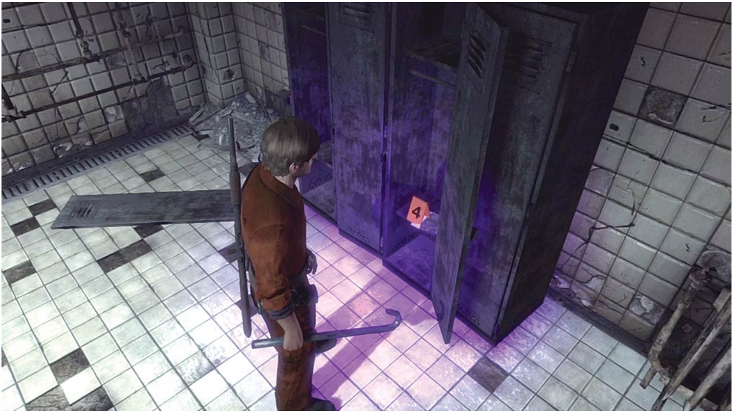
There are four evidence markers placed around the showers. Investigate each of the markers to find important objects at some of the markers.



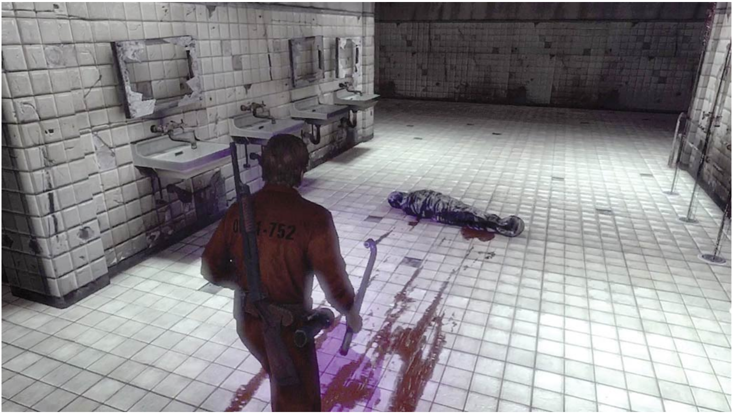
Collect the Prison Shank from the trough near the second evidence marker.



Collect the Mourning Badge on the ground near the third evidence marker.



Collect the Crime Evidence from the lockers along the wall.

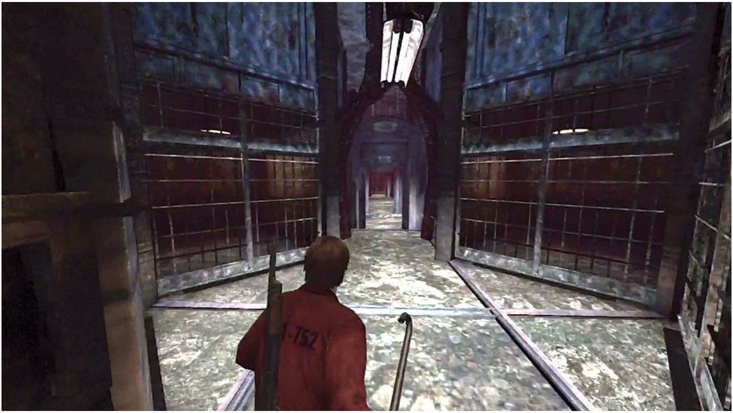


When you collect all three items, the environment changes slightly. Once this happens, leave the room. Approach the body at the end of the blood trail to trigger another a cutscene.

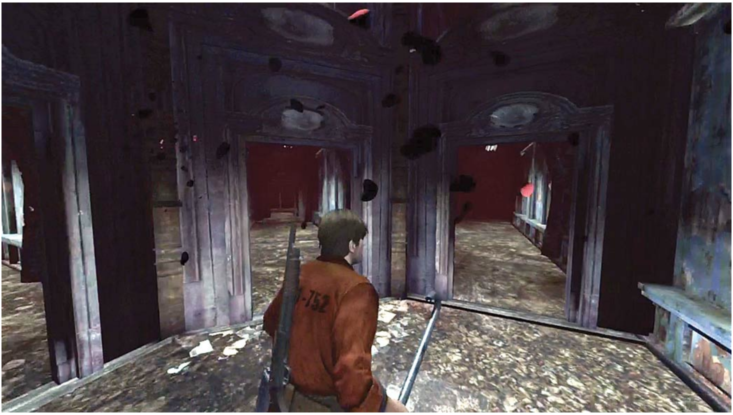
Overlook Penitentiary Otherworld

Cell Blocks

After the cutscene, the void appears in the room. Be ready to run as soon as you regain control of Murphy.



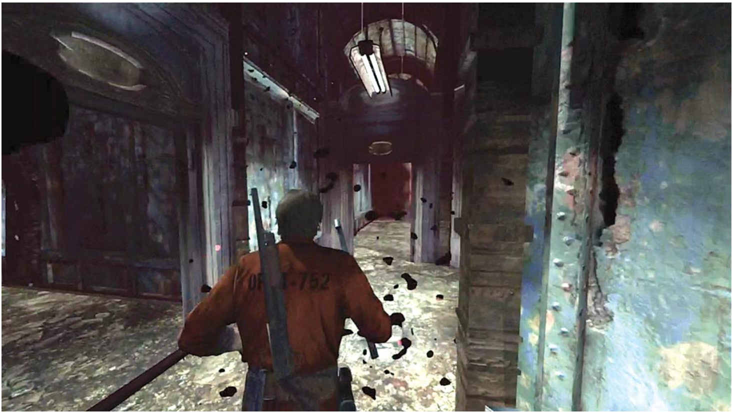
When the cutscene ends, run into the corridor and follow it to the first junction.



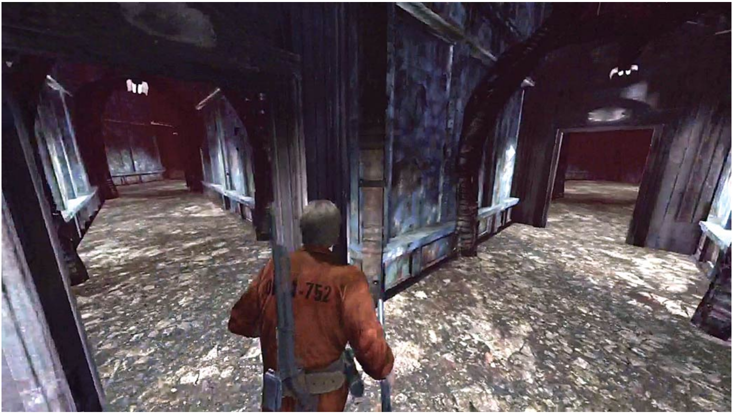
The first junction contains three doorways. The door in the center slams shut when you approach it; head through the door on the right and continue along the corridor.

TIP

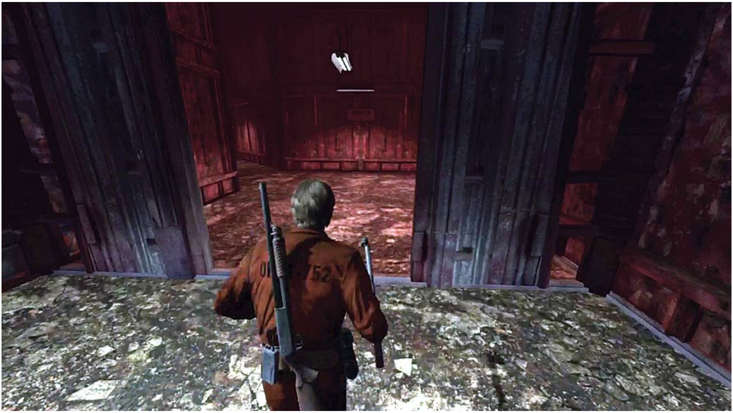
Although there are several possible routes through this area, it's best to keep your route simple. Choose the path on the right, then take every available right turn. This ensures that you stay near the outside of the area, making it much easier to reach the exit.



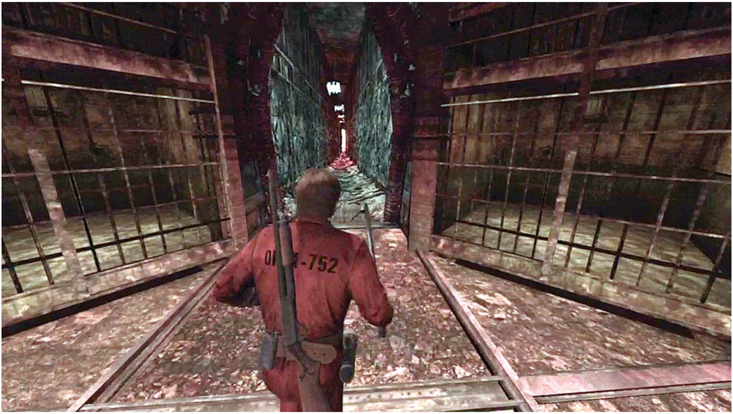
Follow the corridors as they twist through the area. Each time you reach a junction, choose the path to the right. Many of the doorways house large blades that slam down at regular intervals. When needed, adjust your speed to pass under each blade when the doorway is clear.



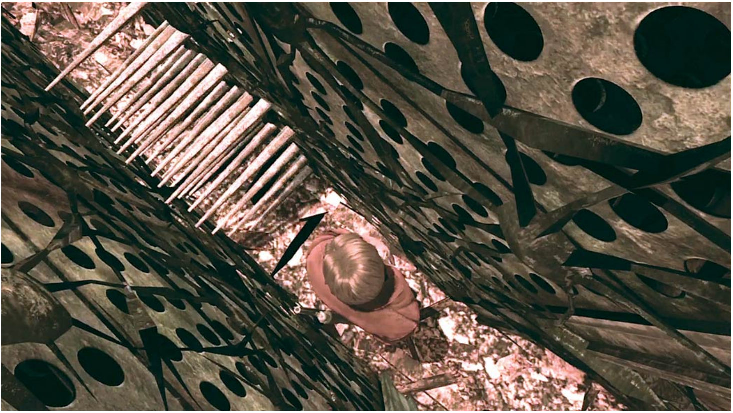
Soon after you pass the caged Juggernaut, the path forces you through a sharp left turn. After this happens, the corridor obstructs your view of the next junction. As you pass through the next doorway, make a hard right turn to continue toward the exit.



When you pass the Wall Corpse, follow the path into Block B. The transition marks the route's halfway point. Aside from its red walls, Block B is essentially a mirror image of the area you just traversed. Continue taking each available right turn to move along the outside edge of the area.

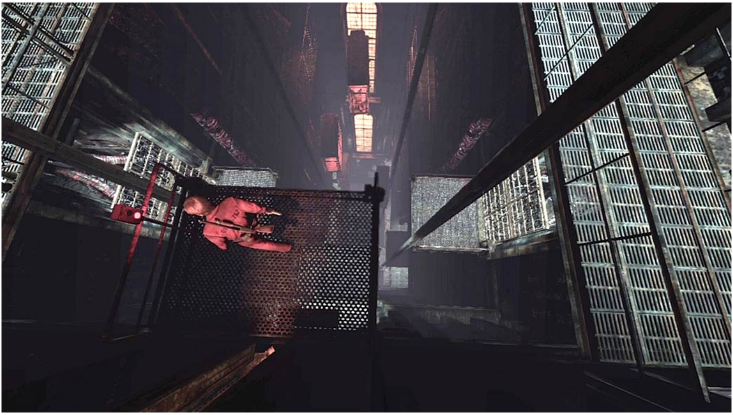


As long as you take each available right turn, the path leads you to the exit. Leave Block B and continue to the spikes toward the end of the corridor.

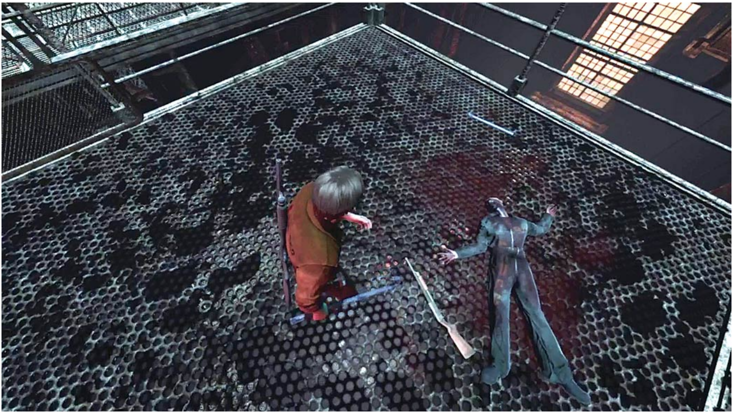


Before you attempt to move past a cluster of spikes, pause long enough to determine when and if the spikes will emerge from the wall. Move carefully through the corridor to reach the platform past the spikes.

Lift



Once you're past the spikes, press the call button and wait for the lift to arrive.

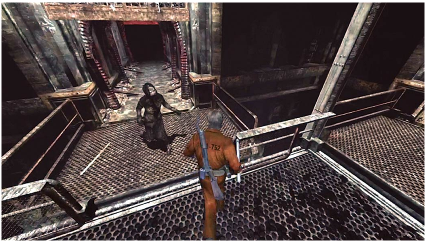


There are a couple of weapons on the lift. Move toward the body to find a Shotgun and a Steel Pipe. You must now defend yourself as the lift carries you down the shaft.

TIP

If you're carrying two firearms, consider swapping one out for the Steel Pipe. This melee weapon's speed can be a great help in the upcoming encounter.

Special Encounter: Lift

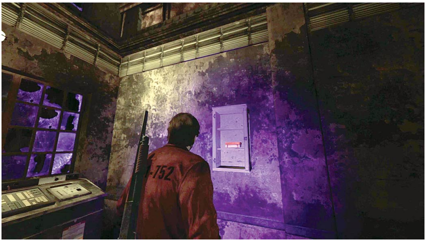


On its way down the shaft, the lift stops at three floors. Each time this happens, enemies emerge from nearby doors:

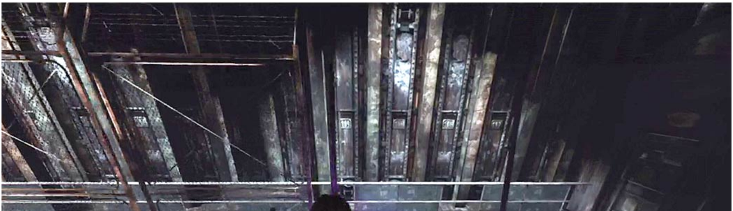
- On the first stop, two Screamers attack. Defeat the creatures to restart the lift.
- On the second stop, two Screamers and a Brawler attack. After you defeat the creatures, enter the nearby control room and use the console to restart the lift.
- On the third stop, three Screamers and a Stabber attack. Defeat the creatures to restart the lift.

When the lift restarts for the third time, it malfunctions and drops down the shaft.

TIP

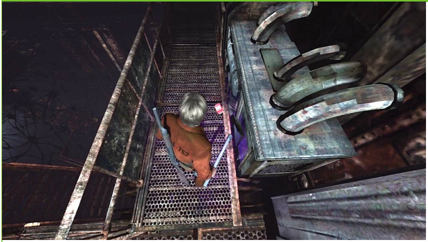


After the lift stops for the second time, check the shelves in the lift control room for a First Aid Kit.

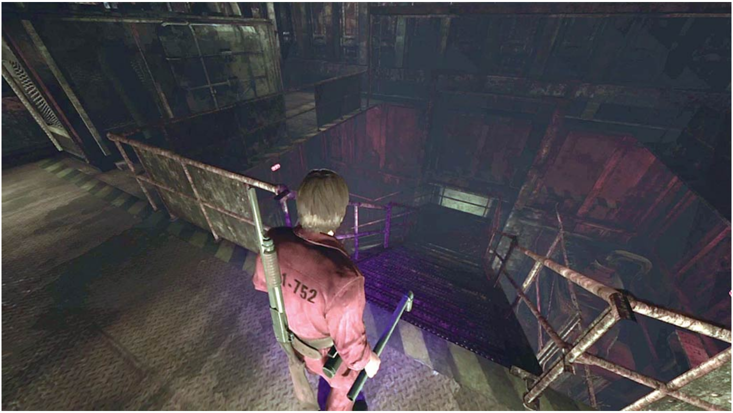


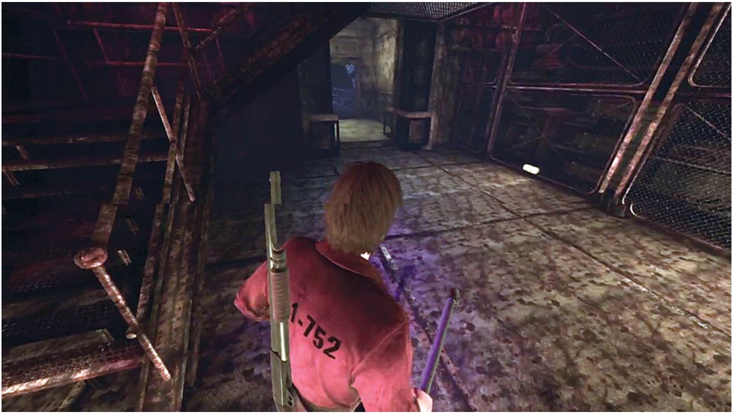
After the lift malfunctions, move to the walkway and follow the path through the area.

TIP

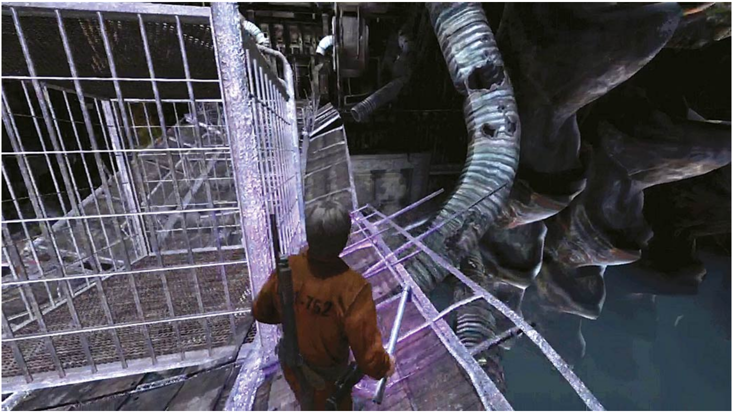


After you climb the ladder at the end of the first walkway, look for a First Aid Kit along the edge of the path.



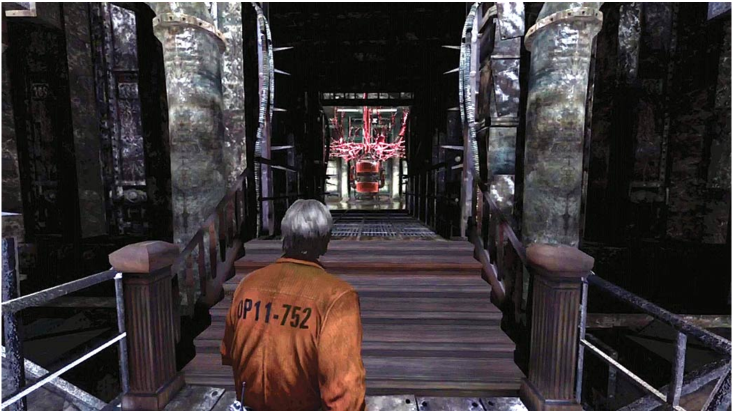


Follow the ladders and walkways to find a stairwell. Move to the bottom of the stairs, then continue through the nearby passage.



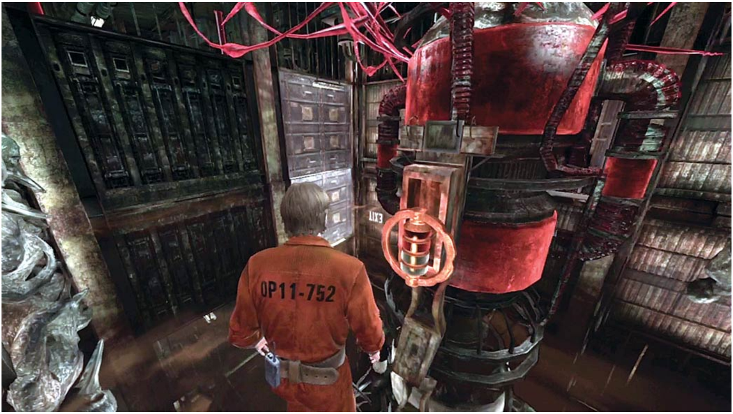
As you cross the bridge, slip around the cells that fall in your path.

As you approach the next area, the bridge begins to crumble. Follow the on-screen prompts to climb back up to safety. During the struggle, several items—including your Forensic Flashlight and any firearms—are removed from your Inventory.



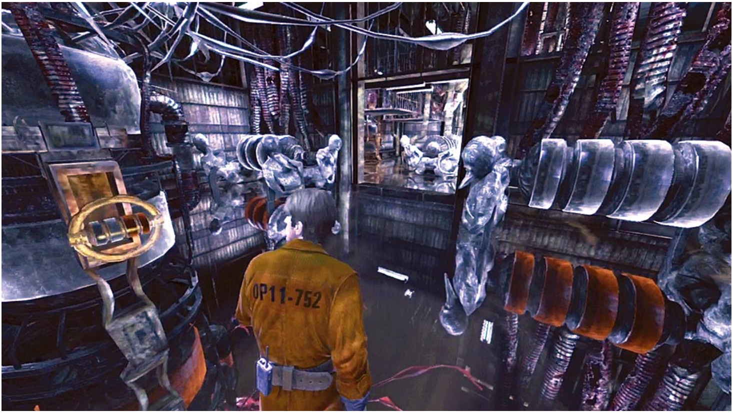
When you reach the end of the bridge, follow the path through the open gates and into the next area.

Reflection

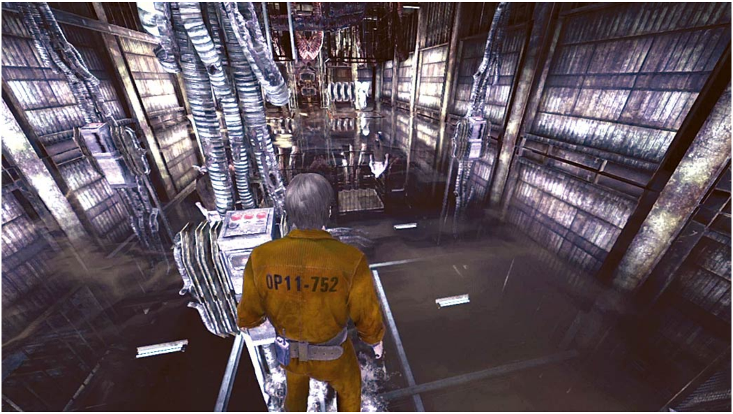

0P11-752
EXIT

Pass through the gates to find a room with mirrored floors. Although the machinery is predominantly red, there's very little color in the gray reflected image.

Examine the machine in the center of the room, then turn the attached wheel to move from the existing room with red machinery to the reflected gray image.

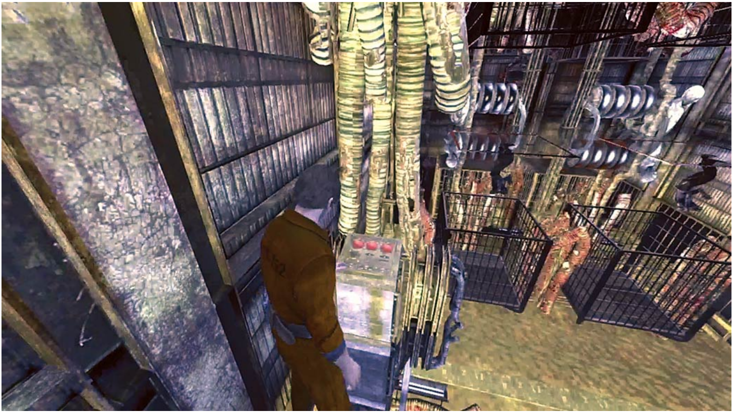


In the gray environment, one of the nearby doors is open. Head through the door and explore the adjoining room.

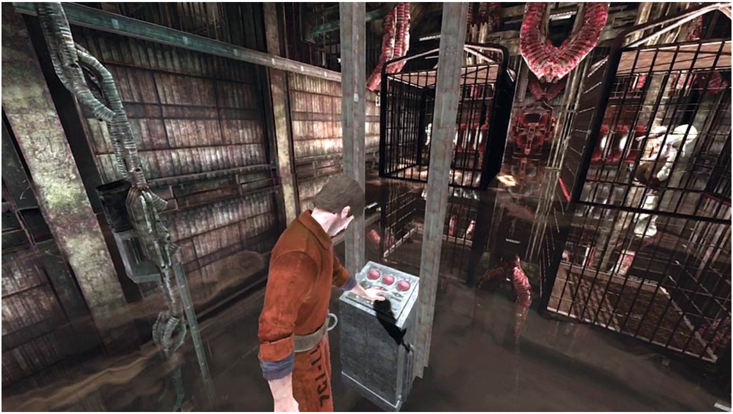


The machine near the entrance has another wheel that allows you to move between the red environment and gray environment. There are two Juggernauts patrolling the red environment.

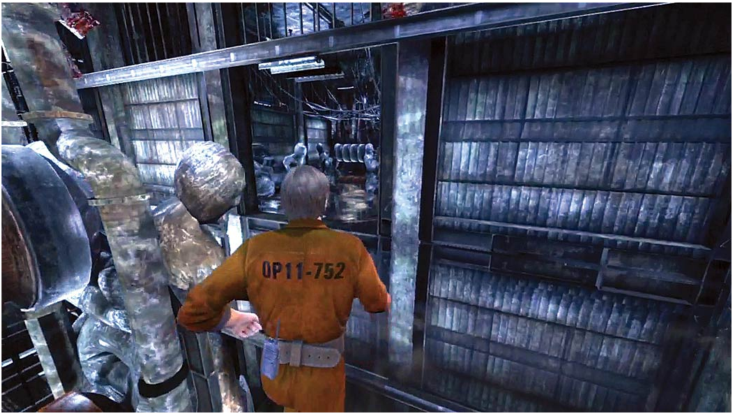
Move across the room to find three button consoles. The consoles halfway across the room each drop one of the cages to the ground. The console near the far wall activates a spotlight.



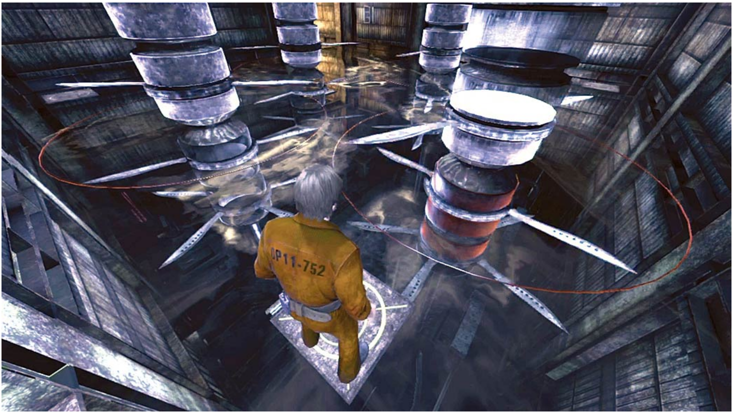
Activate the spotlight, then run to one of the other consoles as the Juggernauts retreat from the beam. Press the button to trap one of the Juggernauts in a cage before the spotlight switches off. Repeat the process to trap the remaining Juggernaut in the second cage.



After you trap both Juggernauts, a fourth button console appears in the red environment. Move past the cages and use the wheel near the room's entrance to switch back to the red environment, then activate the console in the center of the room.



When you hit the button, a new door opens in the first room. Use the wheel to switch back to the gray environment, then move to the newly opened door.

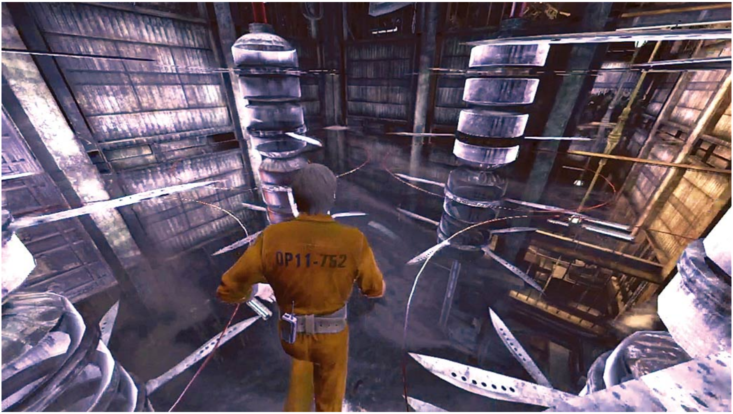


The new room contains four sets of spinning blades. The red circle around each machine indicates the range of its blades.

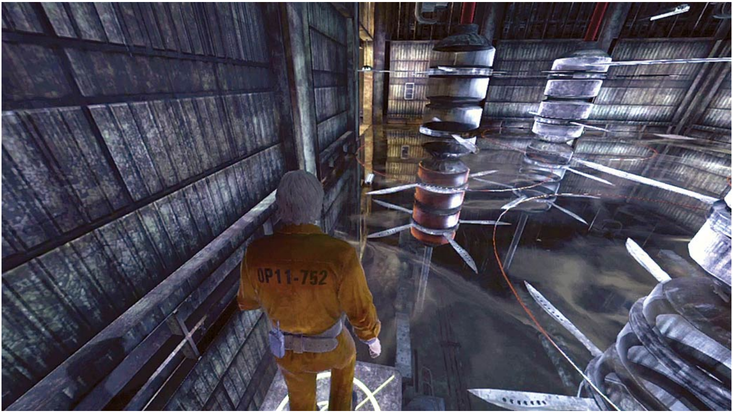
Stand on the pressure switch near the entrance to deactivate the nearest machine. When the blades come to a complete stop, run past the machine to find another pressure switch near the far wall.

Caution

Soon after you step off of the pressure switch, the machine reactivates. Make sure you're out of the red circle before the blades start spinning.

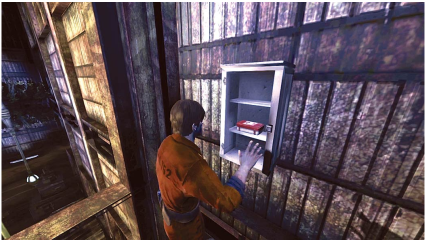


Stand on the second pressure switch to deactivate the machine in the far corner. When its blades come to a stop, run through the center of the room to reach the third pressure switch before the machine regains power.

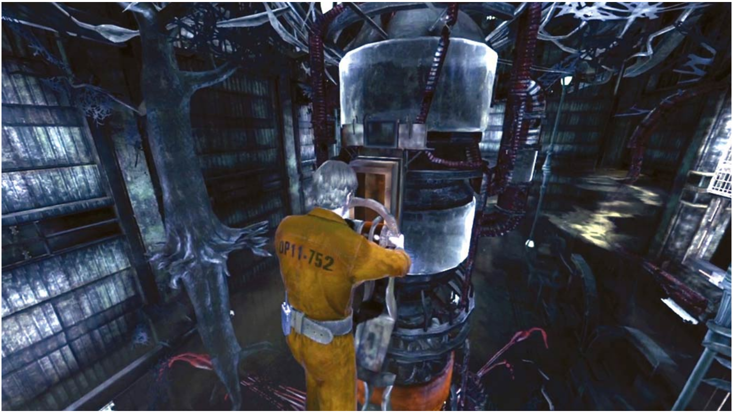


The last pressure switch deactivates the machine near the exit. Wait for the blades to stop spinning, then run past the machine and enter the next room.

TIP

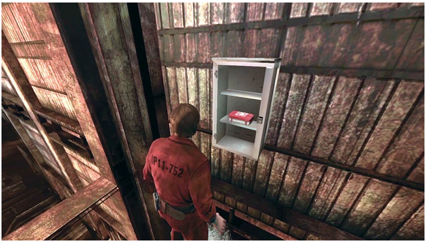


When you make it past the last set of spinning blades, check the shelves near the exit for a First Aid Kit.

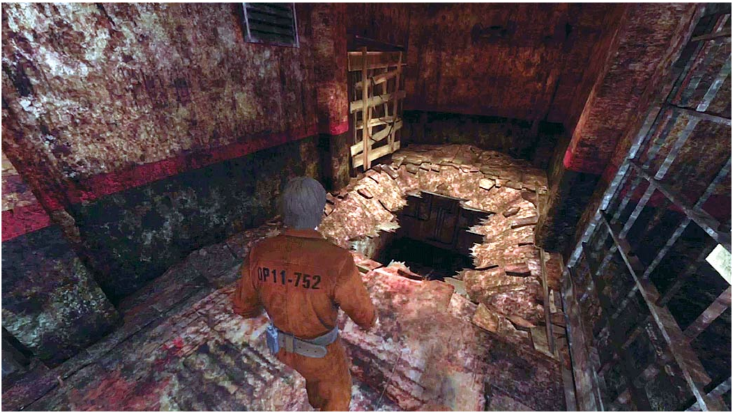


The room past the spinning blades contains another wheel. Turn the wheel to move back to the red environment. When you're ready, follow the nearby corridor to the next area.

TIP



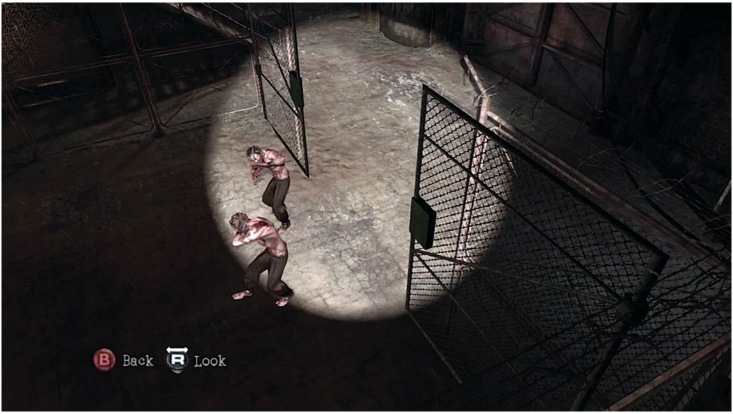
After you switch back to the red environment, check the shelves in the previous room for another First Aid Kit.



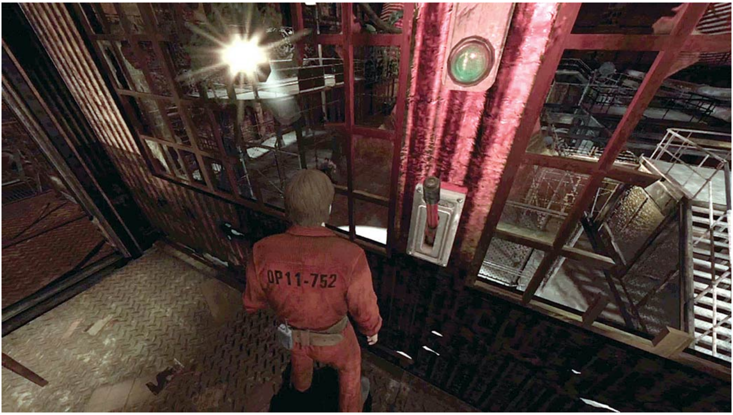
After you leave the mirrored rooms, drop down through the hole at the end of the corridor, then follow the path to the prison yard.

Prison Yard

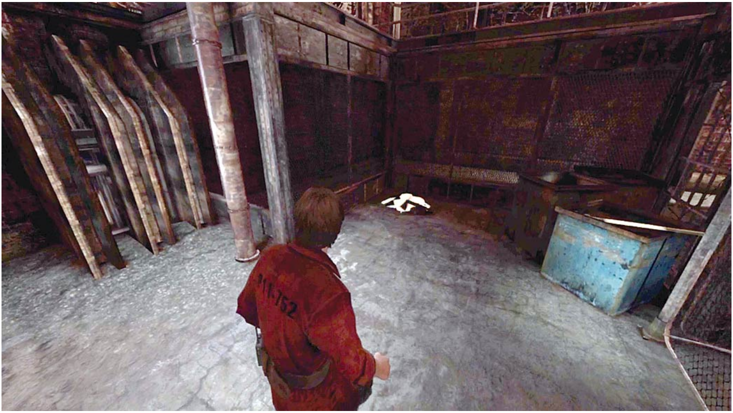
When you reach the prison yard, the walkway ahead of you leads to a perimeter spotlight and the walkway to the right leads to a security booth.


B Back
R Look

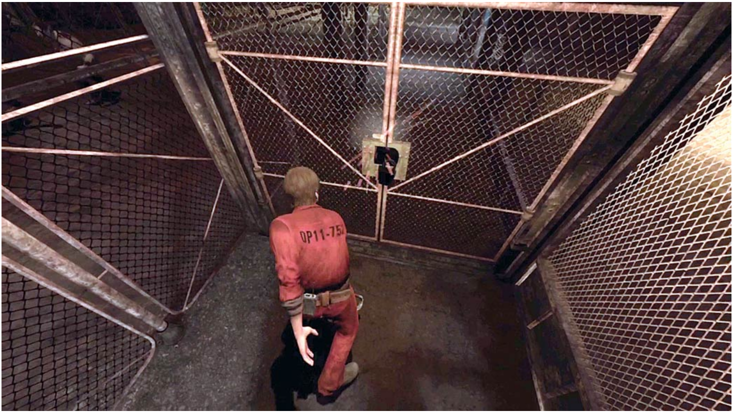
There are three Brawlers wandering the first half of the yard. Use the spotlight to force all three creatures into the first enclosure, then place the beam on the open gate to prevent them from escaping.



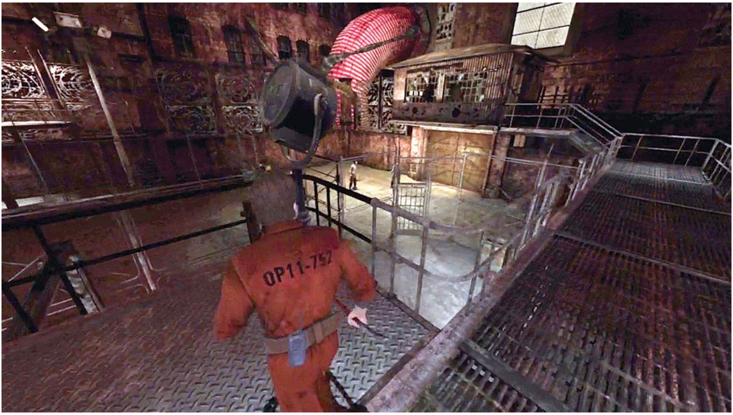
Enter the security booth and pull the lever near the window to lock the creatures in the enclosure. Exit through the other side of the security booth and follow the path down into the yard.



When you reach the bottom of the steps, move to the bins just outside of the enclosure. Search the nearby rubble pile for a melee weapon, then explore the rest of the area.



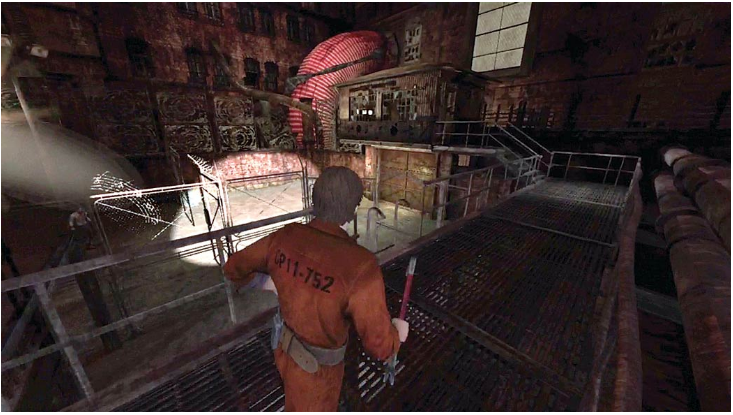
When you find the padlocked gate, use your weapon to smash the lock. Open the gate and follow the path to the second half of the yard.



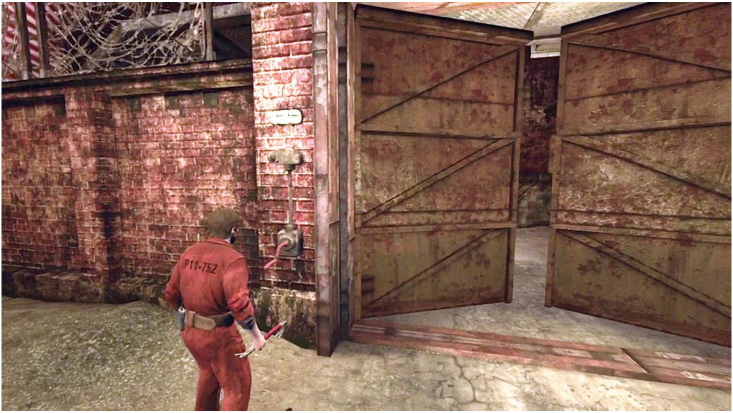
When you reach the ladder, climb back up to the walkway to find another spotlight. Once again, you must use the beam to force the wandering Brawlers into the nearby enclosure.

TIP

The second spotlight loses power every few seconds—this makes it much more difficult to control the Brawlers. To make the most of each burst of light, you must adjust your aim during each blackout.

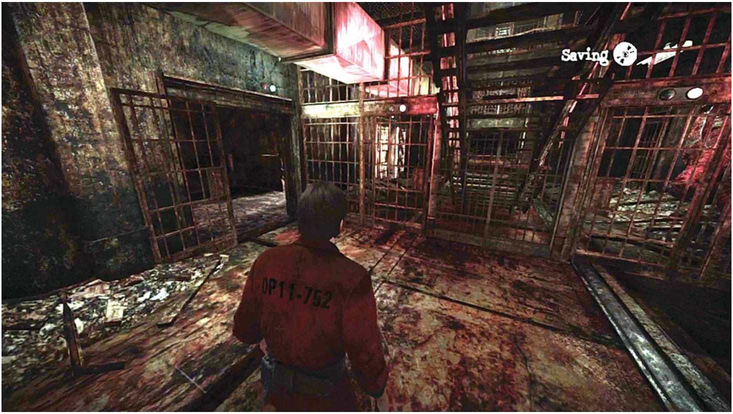


When all of the Brawlers are in the enclosure, run to the security booth at the end of the path. When you pull the lever, the enclosure slams shut and the small gate near the ladder opens.

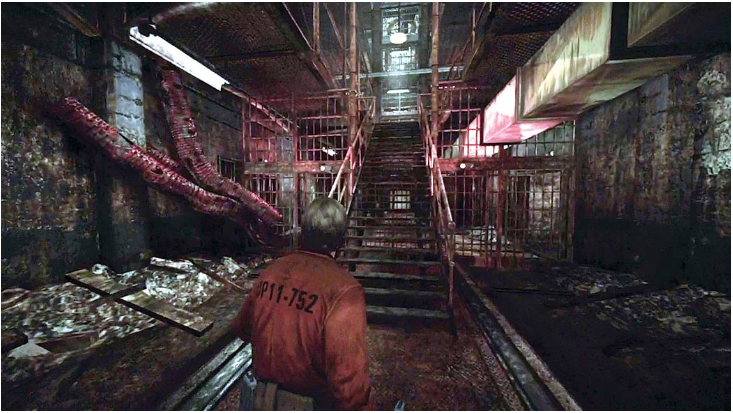


Climb back down to the yard and continue to the large doors below the security booth. Turn the crank to open the doors, then squeeze through the opening and continue to the next area.

Cells


Saving
OP11-752

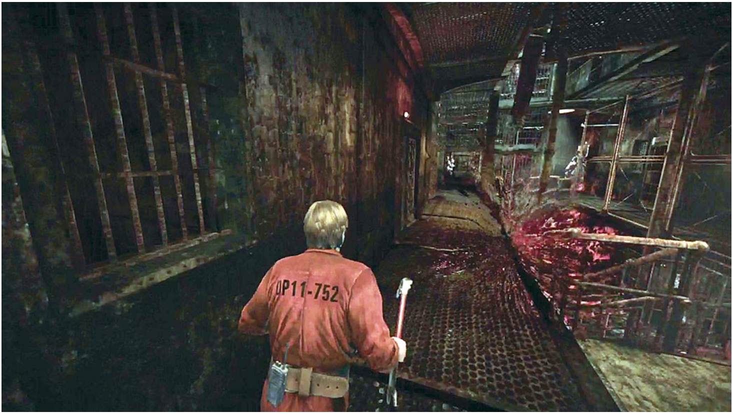
The path out of the prison yard leads to a room full of prison cells. Head through the open cell to the left, then slip through the hole in the wall to enter the neighboring cell.

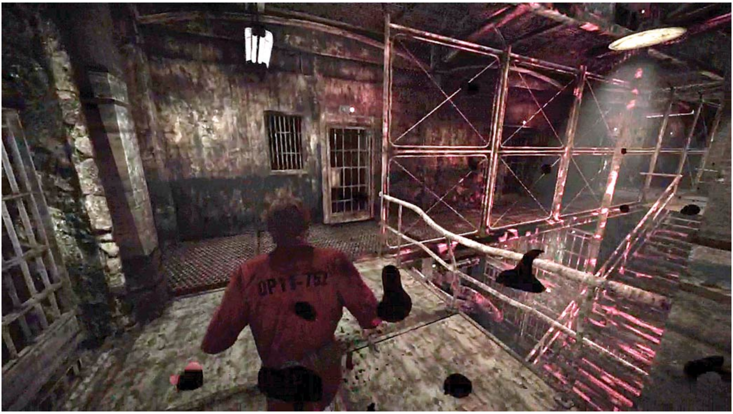


Follow the path back into the hall, then turn right and climb the stairs to the second floor.

As you approach the stairs, the void appears behind you. As you run through the area, you must avoid Wall Corpses, guillotine blades, and various obstacles.

The most important thing, however, is to stay away from the cells. If you get too close, the incarcerated Juggernauts grab you and pin you to the bars.

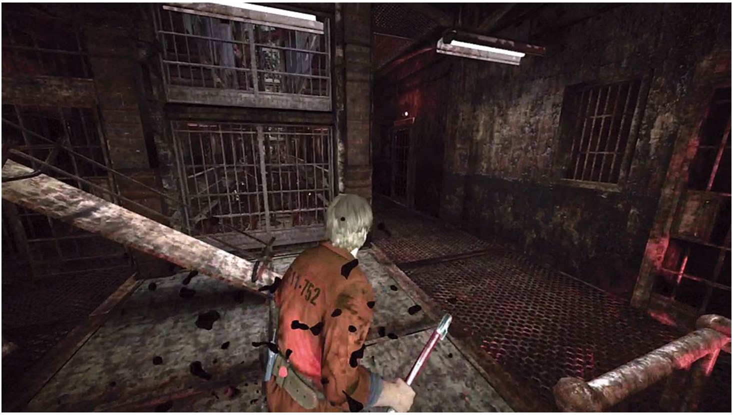




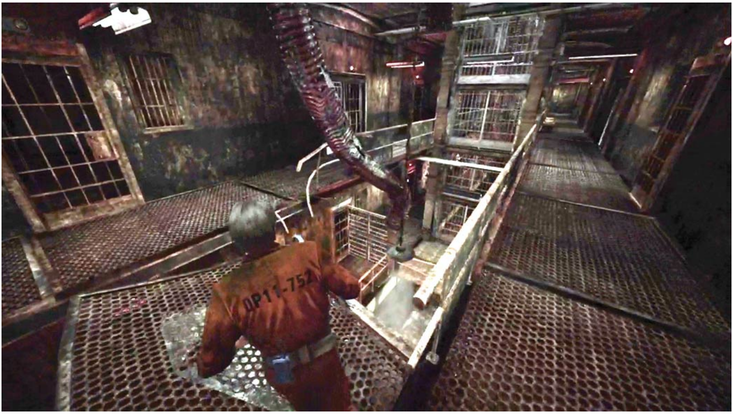
When you reach the second floor, make a sharp left turn and follow the walkway back the other direction. Take the next two available right turns to loop around to the other walkway, then follow the path to the next set of stairs.

TIP

The sharp turns required to transition between floors make it difficult to dodge around the pursuing void. It's not always possible to avoid taking damage, so focus on maintaining your speed and identifying the best path through each area.



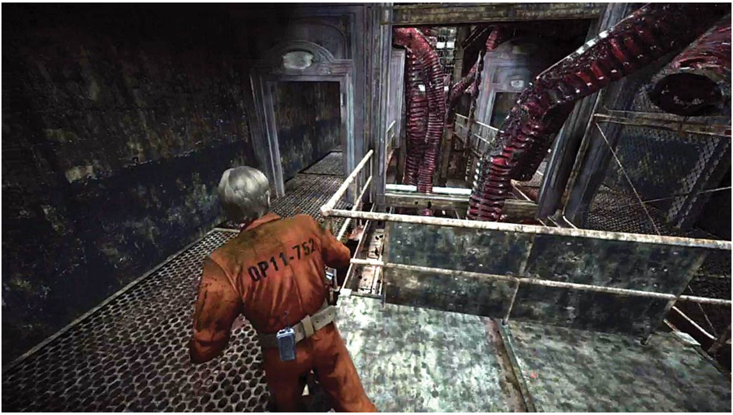
Take the stairs up to the third floor. When you reach the top of the stairs, veer to the right and continue along the walkway.



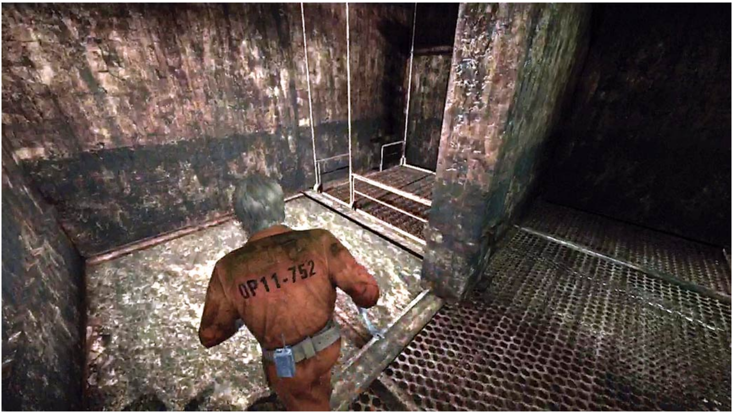
When you reach the platform in the center of the hall, cut across to the other walkway and follow the path to the next set of stairs.

Caution

There's a Wall Corpse mounted near the stairs. Pause just long enough for it to attack, then take the stairs up to the fourth floor.

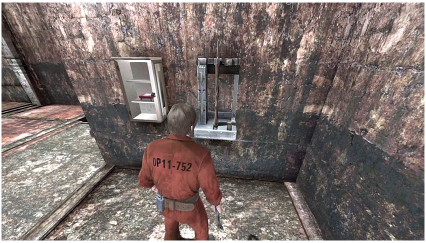


When you reach top of the stairs, veer to the left and follow the walkway as it loops around the fourth floor. Keep moving, but adjust your speed to avoid the guillotine blades and Wall Corpse attacks.



Approach the lift at the end of the walkway to end the chase, then ride down to the next area.

TIP

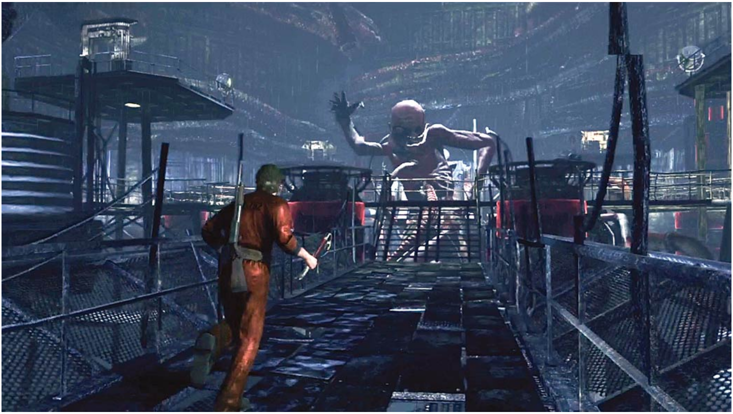


When you step off the lift, collect the Shotgun and First Aid Kit from the wall in front of you.

Move into the chamber to find a giant scale near a locked door. To access the next area, you must place the items you collected from the showers into one of the scale's bowls.

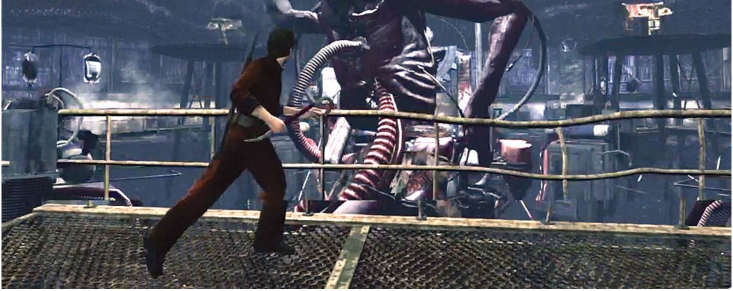
Investigate either bowl, then select the Prison Shank, Mourning Badge, and Crime Evidence from your Inventory.

Boss Encounter



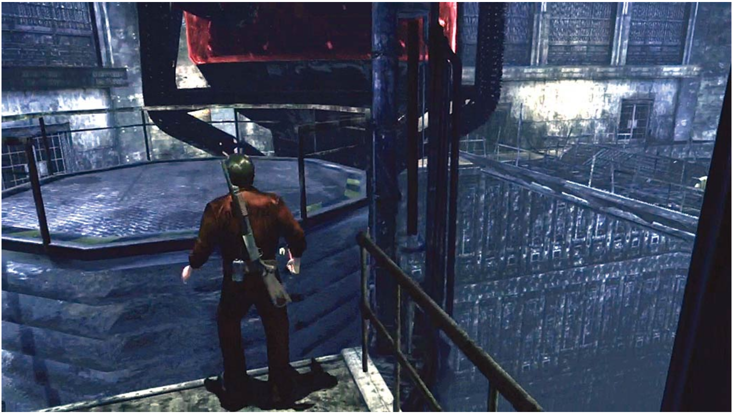
After you unlock the door, follow the path toward the boss in the center of the room. The giant creature is surrounded by medical equipment, including four respiratory bellows.

The bellows are connected by four walkways, creating a square around the boss. Two of these walkways are damaged, however, essentially dividing the area in half.

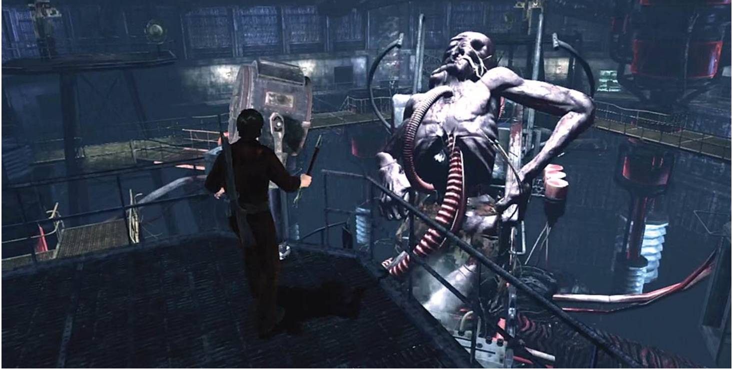


When the giant creature spots you, it charges its first attack. Look for the rippling effect on the creature's raised hand. After a moment, the creature throws debris at you.

Keep moving to dodge the incoming objects, or take cover to protect yourself from the impact. When you reach the top of the steps, turn right and investigate the area around the first bellows.

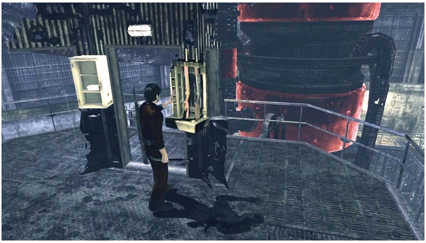


When the bellows drops down to the walkway, step onto it and ride up to the platform above you.



Dodge any incoming attacks, then run to the spotlight at the corner of the platform. Aim the spotlight at the boss to incapacitate it, then ride down to the walkway.

TIP

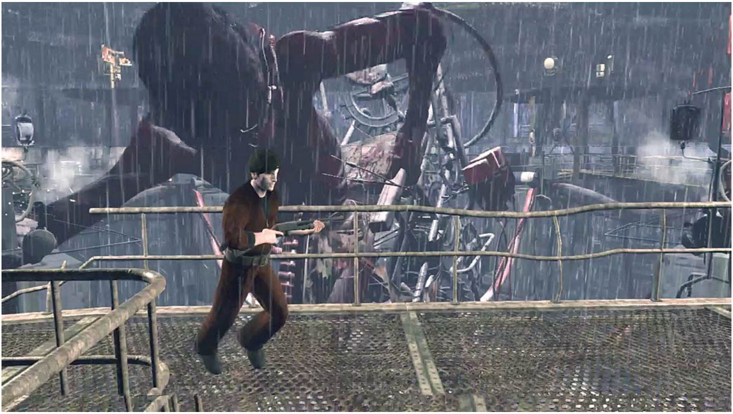


Before you leave the platform, check the area for useful items. First Aid Kits and Shotguns can often be found above the respiratory bellows.

When the bellows reaches the walkway, run to the equipment ahead of you. Examine the red tube, then follow the on-screen prompts to tear the tube loose.

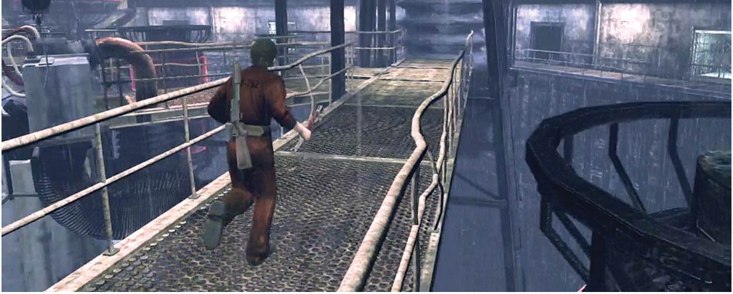
Caution

Don't examine the tube without first incapacitating the boss.

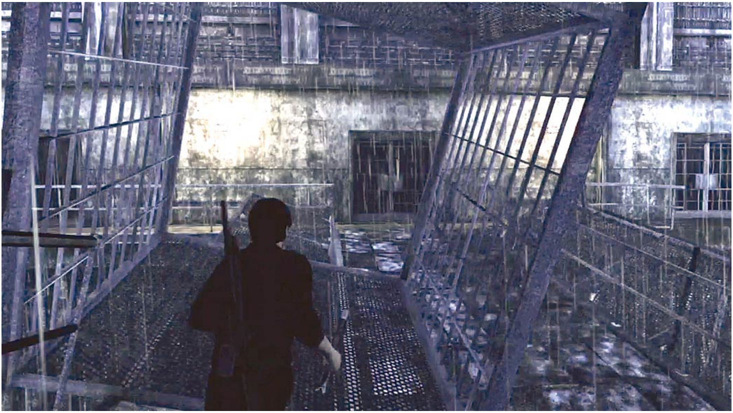


Now that you've damaged the boss, you must repeat the process to disconnect the three remaining tubes. As you move to the next bellows, the boss slams a fist down on the walkway.

This attack is very hard to dodge, but if you make it to the steps located between the connected bellows, you can avoid the impact.



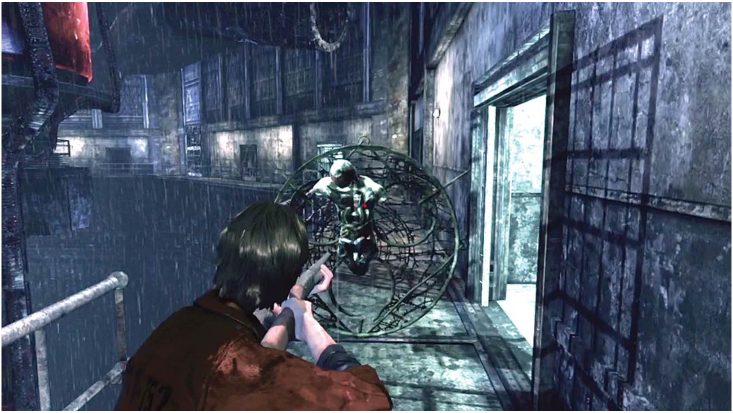
As you move between the bellows, continue to dodge any incoming debris. When you reach the second bellows, ride up to the platform, use the spotlight to incapacitate the boss, and then disconnect the tube from the medical equipment.



After you've dealt with the second tube, run back toward the first bellows. Turn left at the halfway point to head down the steps and across the bridge. Follow the path along the edge of the room to circle around to the remaining bellows.

Caution

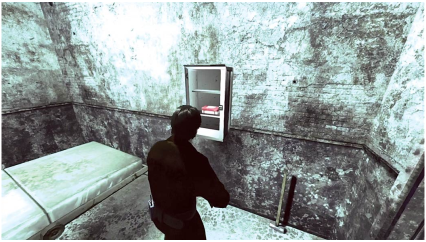
After you disconnect the second tube, the boss may introduce its lightning attack. As long as you keep running, you should avoid taking any damage.



As you circle the room, watch for the creatures that emerge from the cells. Screamers, Brawlers, and Stabbers are scattered around the area, but some of the cells contain mobile Wall Corpses.

If you've managed to collect a decent supply of ammunition, use your Shotgun to deal with each enemy as it appears.

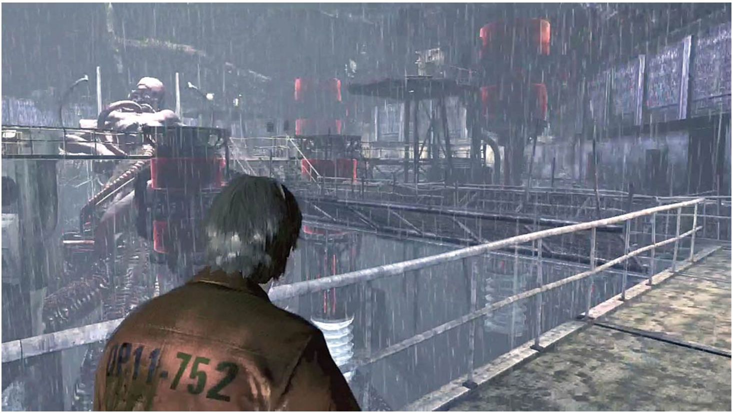
TIP



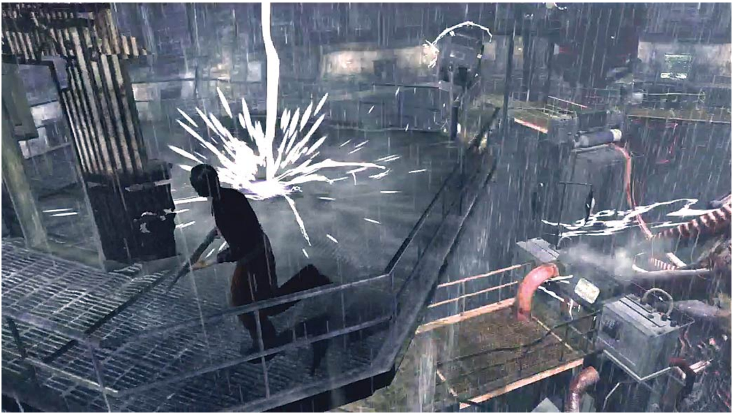
One of the cells contains a hospital bed. Check the shelves on the wall for a First Aid Kit.

Caution

As you move past the cells, the boss summons additional enemies. Keep moving, and remember to check for creatures that might appear behind you.



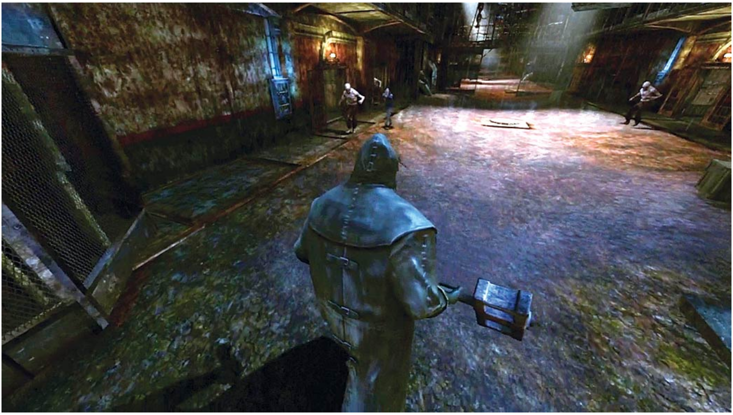
Cross the bridge at the end of the path, then run to one of the remaining bellows. Once again, you must ride up to the spotlight, incapacitate the boss, and then disconnect the tube. Once the boss starts using its lightning attack, the process becomes a little more complicated.



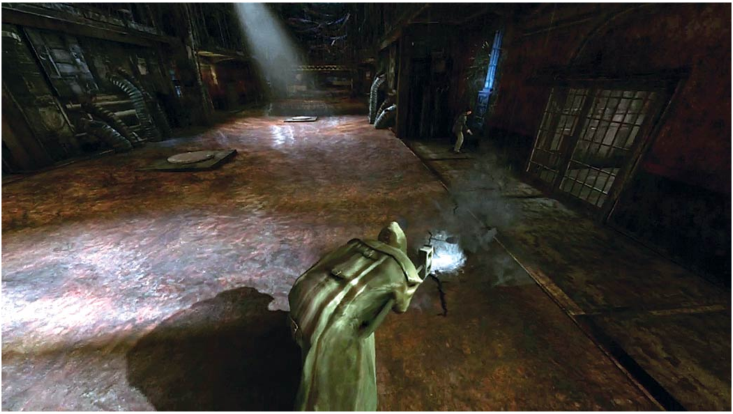
Before each lightning strike, a small glowing spot appears on the ground; this indicates the exact location the lightning will strike. As long as you keep moving, you shouldn't take any damage. However, these attacks also disable the spotlights.

When this happens, circle the platform until the spotlight recovers, and then use it to incapacitate the boss. Disconnect all four tubes to end the encounter and trigger the cutscene.

Finale



After the cutscene, you assume the role of the Bogeyman. When the encounter begins, Cunningham runs down the corridor and begins attacking with her pistol. To end the encounter, you must deal enough damage to incapacitate Cunningham.

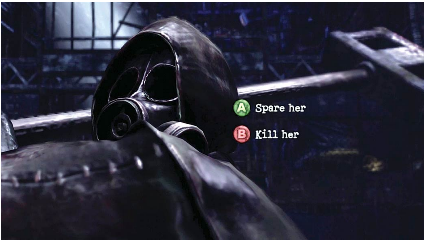


Cunningham's superior speed can make it difficult to get close enough for a hammer strike. Your ranged attack, however, is a great way to deal reliable damage. As Cunningham moves down the corridor, she stops to release the Juggernauts from their cells.

Each time she does so, send a shock wave to intercept her at the control panel. Use your melee attack to clear out particularly troublesome Juggernauts, but try to stay focused on Cunningham. Continue to deal damage until you trigger a cutscene.

You can absorb a lot of damage as the Bogeyman, but you can eventually succumb to your injuries. If you take too much damage, you'll trigger a special ending.

Morality Choice: Finale


A Spare her
B Kill her

After you incapacitate Cunningham, you must choose whether to spare her life or finish her off. Your decision has a dramatic effect on the game's ending.

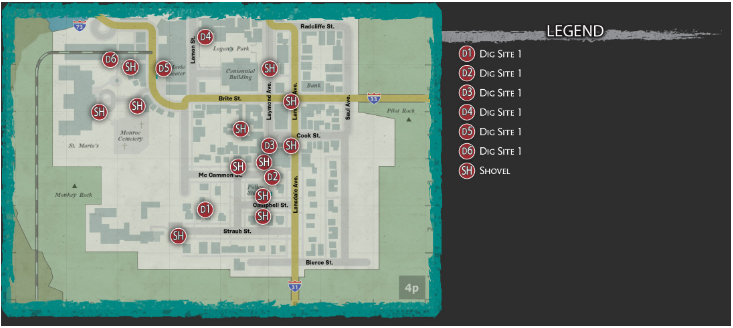
Select your preferred option to trigger the final cutscene and complete the game.

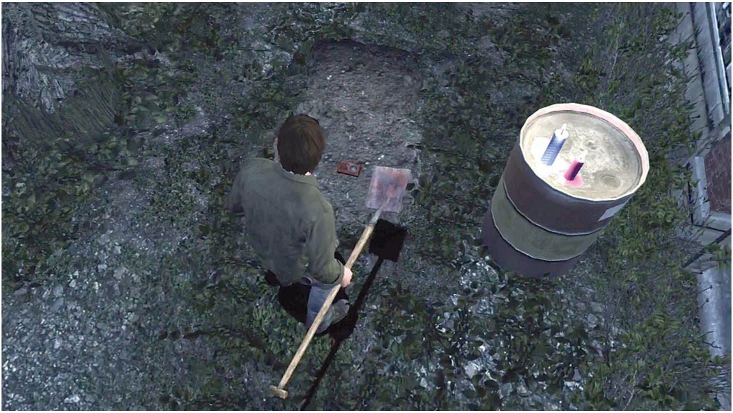
DIGGING UP THE PAST

After you complete the game, you gain access to the "Digging up the Past" side quest. To complete this quest, you must recover all seven of the buried Silent Hill Artifacts scattered throughout the town.

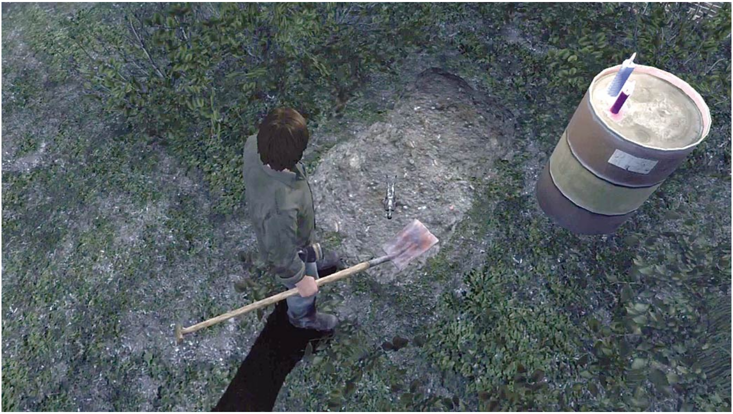
Start a new game and play through each area until you reach the town. Once you do, use any of the Shovels scattered throughout the town to activate each of the seven dig sites.

Downtown

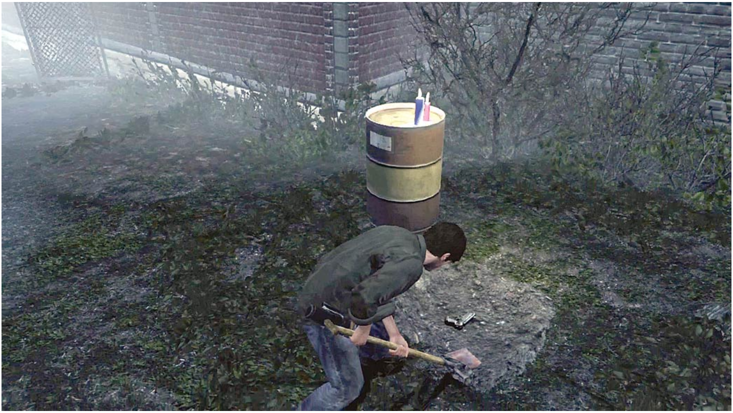

73
Radcliffe St.
Lemon St.
D4
Logan's Park
D6
SH
D5
Movie Theater
Centennial Building
SH
Bank
Brite St.
Laymond Ave.
SH
Lansdale Ave.
Saul Ave.
33
Pilot Rock
SH
SH
SH
Monroe Cemetery
St. Maria's
Cook St.
D3
SH
SH
SH
Mc Cammon St.
D2
Police Station
SH
Campbell St.
SH
Monkey Rock
D1
SH
Straub St.
Bierce St.
31
4p
LEGEND
D1 Dig Site 1
D2 Dig Site 1
D3 Dig Site 1
D4 Dig Site 1
D5 Dig Site 1
D6 Dig Site 1
SH Shovel



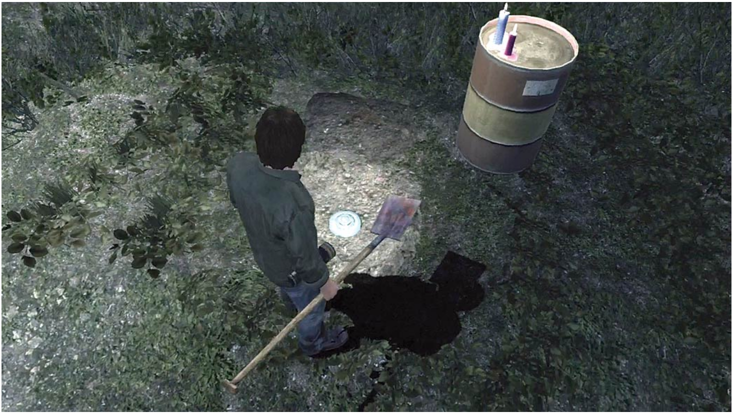
Dig site 1 is located in the Hillside neighborhood, in a yard north of Straub Street. The nearest Shovel is located in the shack on the southwest corner of the downtown area.



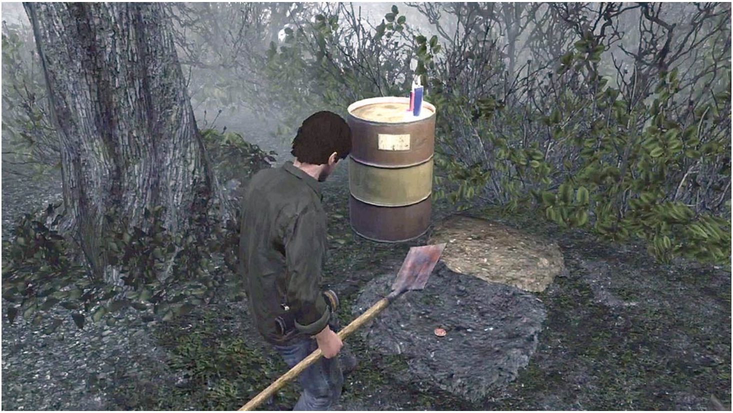
Dig site 2 is located near the border of Hillside and Pearl Creek. If you need a fresh Shovel, look for one west of the Hillside underground entrance, just outside of the police station's yard.



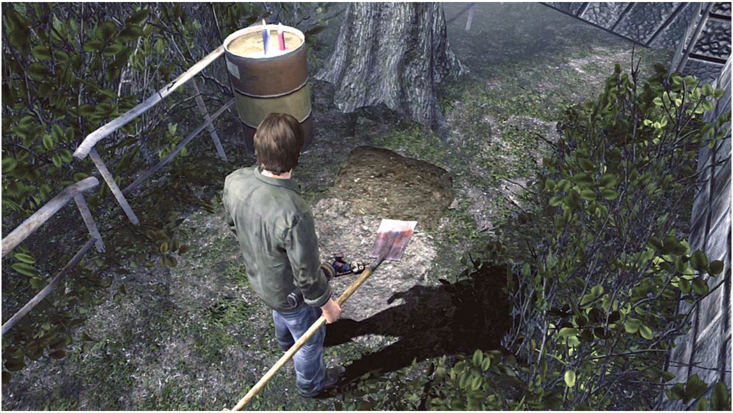
Dig site 3 is located in Pearl Creek, in a park south of Cook Street. If you need a fresh Shovel, look for one near the intersection of Cook Street and Lansdale Avenue.



Dig site 4 is located in Logan's Park, between Pearl Creek and Chastain Heights. If you need a fresh Shovel, look for one in the Pearl Creek underground entrance.

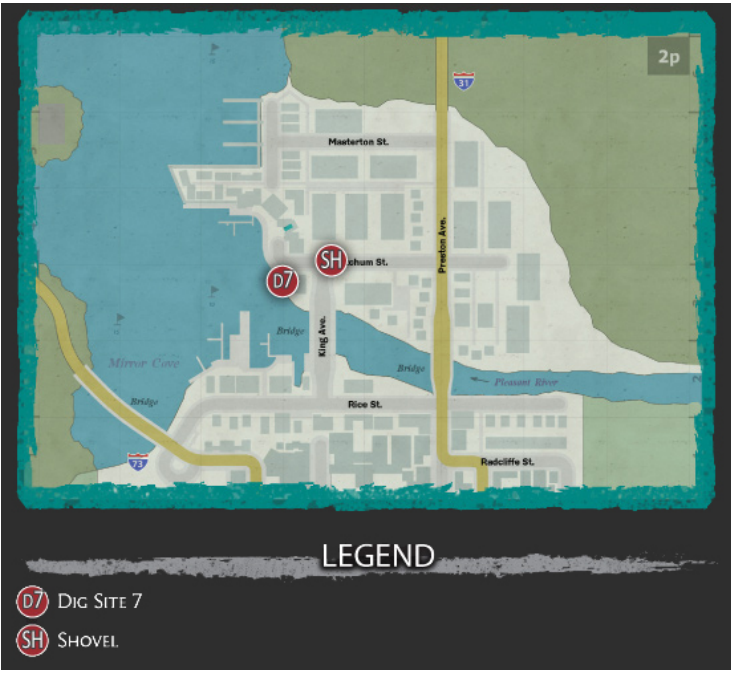


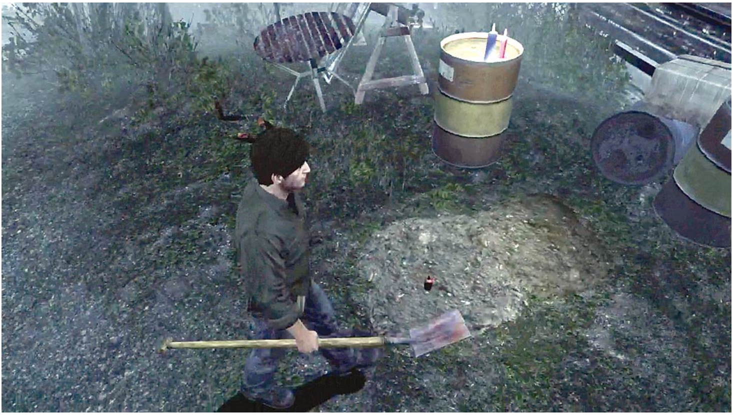
Dig site 5 is located in Chastain Heights, in the small park west of the movie theater. If you need a fresh Shovel, look for one in the alleys northwest of the Chastain Heights underground entrance.



Dig site 6 is located in the yard of St. Maria's Monastery on the west edge of Chastain Heights. If you need a fresh Shovel, look for one near the entrance of Monroe Cemetery south of St. Maria's Monastery.

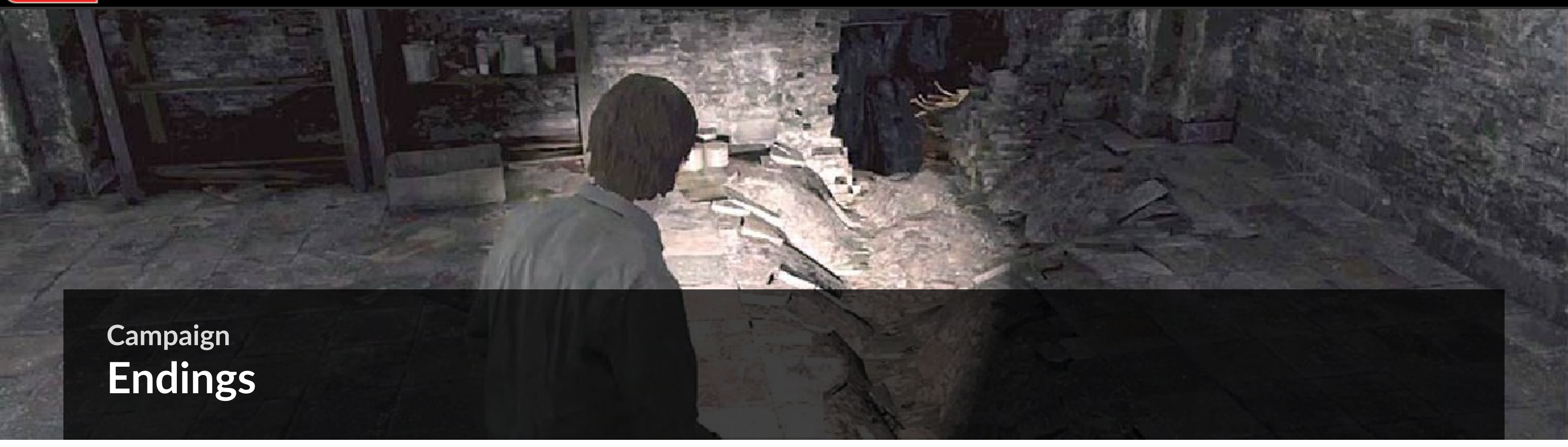
Port


2p
31
Masterton St.
SH
chum St.
D7
Preston Ave.
Bridge
King Ave.
Mirror Cove
Bridge
Pleasant River
Bridge
Rice St.
73
Radcliffe St.
LEGEND
D7 Dig Site 7
SH Shovel



Dig site 7 is located in the Port District, in a small yard in the southeast corner of the neighborhood. If you need a fresh Shovel, look for one near the truck parked on Ketchum Street. Retrieve the Silent Hill Artifacts from all seven dig sites to complete the quest.

Complete the “Digging up the Past” side quest to earn a special ending when you finish the game.



Campaign

Endings

The game contains several endings. The actions you take over the course of the game determine which ending you earn.

Good or Bad

The four standard endings (cinematics that play when you complete the game) are divided into two basic categories: “Good” and “Bad.”

The choice you make during the finale—whether you spare or kill Cunningham—determines the category from which your ending is selected. Your actions up to that point determine which of that category’s endings plays.

Secret Score

As you play through the story, some of your actions and choices affect a secret score. Although you can’t access this score in the game, choosing the appropriate actions will ensure that you receive the desired result.

You start the game with a score of 0. The choices you make during combat and special cutscenes will raise or lower this number:

- Sparing incapacitated creatures raises your score.
- Killing incapacitated creatures lowers your score.
- Attempting to save Cunningham at the ravine raises your score.
- Leaving Cunningham at the ravine lowers your score.
- Attempting to console JP Sater in Devil’s Pit raises your score.
- Taunting JP Sater in Devil’s Pit lowers your score.

Once you complete the finale, your total score determines which of the “Good” or “Bad” endings you receive:

- “Forgiveness”: To earn this ending, spare Cunningham with a total score above 0.
- “Truth & Justice”: To earn this ending, spare Cunningham with a total score below 0.
- “Full Circle”: To earn this ending, kill Cunningham with a total score above 0.
- “Execution”: To earn this ending, kill Cunningham with a total score below 0.

Special Endings

The game also contains two special endings. These endings are triggered by actions that are not related to your secret score:

- “Reversal”: This ending triggers if you die during the finale.
- “Surprise!”: This ending plays when you finish the game after completing the “Digging up the Past” side quest.